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Unique solved — zhouhuanyi

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

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Count: 469

1.

1870A

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2.

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3.

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4.

1582A

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5.

1586A

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6.

1598A

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7.

1581A

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8.

1542A

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9.

1445A

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10.

1435A

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11.

1582B

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12.

1445B

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13.

1598B

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14.

1293B

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15.

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16.

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17.

1293A

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18.

1874A

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19.

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20.

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1608B

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22.

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23.

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27.

1870C

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28.

1819A

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29.

1753A1

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30.

1601A

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31.

1887A1

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32.

1824A

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33.

1648A

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34.

359B

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35.

1292A

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36.

1293C

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37.

1753A2

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1542B

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39.

1445C

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40.

1753B

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41.

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42.

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43.

1835A

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44.

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45.

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48.

1579F

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50.

1434B

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51.

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52.

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54.

1824B1

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55.

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56.

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57.

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58.

1586D

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59.

527D

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60.

1909I

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61.

1887B

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62.

1887A2

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63.

1819B

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1648C

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66.

1445D

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67.

1435C

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68.

109C

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69.

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70.

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72.

1919H

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73.

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74.

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75.

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77.

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78.

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79.

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80.

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81.

1599H

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82.

1077F2

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83.

1025D

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84.

1157G

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85.

743E

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86.

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87.

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88.

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89.

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90.

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ternary search

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91.

538F

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92.

1097D

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93.

1965C

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94.

1874C

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95.

1870E

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96.

1824B2

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97.

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98.

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99.

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[Envy](#) · [Tutorial](#)

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100.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: flows

[zhouhuanyi's solution](#)

101.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[zhouhuanyi's solution](#)

102.

865D

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

Quality: 8,019 global accepts · Rating: 2400 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhouhuanyi's solution](#)

103.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[zhouhuanyi's solution](#)

104.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[zhouhuanyi's solution](#)

105.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[zhouhuanyi's solution](#)

106.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[zhouhuanyi's solution](#)

107.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[zhouhuanyi's solution](#)

108.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[zhouhuanyi's solution](#)

109.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[zhouhuanyi's solution](#)

110.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[zhouhuanyi's solution](#)

111.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[zhouhuanyi's solution](#)

112.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zhouhuanyi's solution](#)

113.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zhouhuanyi's solution](#)

114.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[zhouhuanyi's solution](#)

115.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[zhouhuanyi's solution](#)

116.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[zhouhuanyi's solution](#)

117.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[zhouhuanyi's solution](#)

118.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zhouhuanyi's solution](#)

119.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: dp, graphs, matrices

[zhouhuanyi's solution](#)

120.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dp

[zhouhuanyi's solution](#)

121.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[zhouhuanyi's solution](#)

122.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[zhouhuanyi's solution](#)

123.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2400 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zhouhuanyi's solution](#)

124.

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: data structures, probabilities

[zhouhuanyi's solution](#)

125.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[zhouhuanyi's solution](#)

126.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[zhouhuanyi's solution](#)

127.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhouhuanyi's solution](#)

128.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[zhouhuanyi's solution](#)

129.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[zhouhuanyi's solution](#)

130.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation

[zhouhuanyi's solution](#)

131.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zhouhuanyi's solution](#)

132.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[zhouhuanyi's solution](#)

133.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[zhouhuanyi's solution](#)

134.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[zhouhuanyi's solution](#)

135.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[zhouhuanyi's solution](#)

136.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers
[zhouhuanyi's solution](#)

137.

1445E

[Team-Building](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[zhouhuanyi's solution](#)

138.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[zhouhuanyi's solution](#)

139.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[zhouhuanyi's solution](#)

140.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings
[zhouhuanyi's solution](#)

141.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zhouhuanyi's solution](#)

142.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[zhouhuanyi's solution](#)

143.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[zhouhuanyi's solution](#)

144.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[zhouhuanyi's solution](#)

145.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zhouhuanyi's solution](#)

146.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[zhouhuanyi's solution](#)

147.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[zhouhuanyi's solution](#)

148.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[zhouhuanyi's solution](#)

149.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[zhouhuanyi's solution](#)

150.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[zhouhuanyi's solution](#)

151.

1581D

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

Rating: 2600 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhouhuanyi's solution](#)

152.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[zhouhuanyi's solution](#)

153.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[zhouhuanyi's solution](#)

154.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[zhouhuanyi's solution](#)

155.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[zhouhuanyi's solution](#)

156.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[zhouhuanyi's solution](#)

157.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[zhouhuanyi's solution](#)

158.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[zhouhuanyi's solution](#)

159.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[zhouhuanyi's solution](#)

160.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[zhouhuanyi's solution](#)

161.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zhouhuanyi's solution](#)

162.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[zhouhuanyi's solution](#)

163.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy
[zhouhuanyi's solution](#)

164.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings
[zhouhuanyi's solution](#)

165.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[zhouhuanyi's solution](#)

166.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[zhouhuanyi's solution](#)

167.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing
[zhouhuanyi's solution](#)

168.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths
[zhouhuanyi's solution](#)

169.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: dp, flows
[zhouhuanyi's solution](#)

170.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zhouhuanyi's solution](#)

171.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[zhouhuanyi's solution](#)

172.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[zhouhuanyi's solution](#)

173.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees
[zhouhuanyi's solution](#)

174.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[zhouhuanyi's solution](#)

175.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[zhouhuanyi's solution](#)

176.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[zhouhuanyi's solution](#)

177.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[zhouhuanyi's solution](#)

178.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zhouhuanyi's solution](#)

179.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[zhouhuanyi's solution](#)

180.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math
[zhouhuanyi's solution](#)

181.

335E

[Counting Skyscrapers](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[zhouhuanyi's solution](#)

182.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zhouhuanyi's solution](#)

183.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[zhouhuanyi's solution](#)

184.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[zhouhuanyi's solution](#)

185.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[zhouhuanyi's solution](#)

186.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[zhouhuanyi's solution](#)

187.

1879F

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

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[zhouhuanyi's solution](#)

188.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[zhouhuanyi's solution](#)

189.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[zhouhuanyi's solution](#)

190.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[zhouhuanyi's solution](#)

191.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[zhouhuanyi's solution](#)

192.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[zhouhuanyi's solution](#)

193.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[zhouhuanyi's solution](#)

194.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[zhouhuanyi's solution](#)

195.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings
[zhouhuanyi's solution](#)

196.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: greedy
[zhouhuanyi's solution](#)

197.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: data structures, number theory
[zhouhuanyi's solution](#)

198.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths
[zhouhuanyi's solution](#)

199.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[zhouhuanyi's solution](#)

200.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees
[zhouhuanyi's solution](#)

201.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zhouhuanyi's solution](#)

202.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry
[zhouhuanyi's solution](#)

203.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zhouhuanyi's solution](#)

204.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[zhouhuanyi's solution](#)

205.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[zhouhuanyi's solution](#)

206.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[zhouhuanyi's solution](#)

207.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[zhouhuanyi's solution](#)

208.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[zhouhuanyi's solution](#)

209.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[zhouhuanyi's solution](#)

210.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[zhouhuanyi's solution](#)

211.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[zhouhuanyi's solution](#)

212.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[zhouhuanyi's solution](#)

213.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[zhouhuanyi's solution](#)

214.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zhouhuanyi's solution](#)

215.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[zhouhuanyi's solution](#)

216.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[zhouhuanyi's solution](#)

217.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhouhuanyi's solution](#)

218.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-09-18 · last AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[zhouhuanyi's solution](#)

219.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[zhouhuanyi's solution](#)

220.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[zhouhuanyi's solution](#)

221.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[zhouhuanyi's solution](#)

222.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, greedy

[zhouhuanyi's solution](#)

223.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory

[zhouhuanyi's solution](#)

224.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhouhuanyi's solution](#)

225.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhouhuanyi's solution](#)

226.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, greedy, math, strings
[zhouhuanyi's solution](#)

227.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[zhouhuanyi's solution](#)

228.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[zhouhuanyi's solution](#)

229.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[zhouhuanyi's solution](#)

230.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory
[zhouhuanyi's solution](#)

231.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[zhouhuanyi's solution](#)

232.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[zhouhuanyi's solution](#)

233.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[zhouhuanyi's solution](#)

234.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[zhouhuanyi's solution](#)

235.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[zhouhuanyi's solution](#)

236.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[zhouhuanyi's solution](#)

237.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[zhouhuanyi's solution](#)

238.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[zhouhuanyi's solution](#)

239.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[zhouhuanyi's solution](#)

240.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhouhuanyi's solution](#)

241.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[zhouhuanyi's solution](#)

242.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[zhouhuanyi's solution](#)

243.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhouhuanyi's solution](#)

244.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[zhouhuanyi's solution](#)

245.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[zhouhuanyi's solution](#)

246.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, geometry, graphs

[zhouhuanyi's solution](#)

247.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zhouhuanyi's solution](#)

248.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhouhuanyi's solution](#)

249.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-01-26 · last AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[zhouhuanyi's solution](#)

250.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-01-21 · last AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zhouhuanyi's solution](#)

251.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[zhouhuanyi's solution](#)

252.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[zhouhuanyi's solution](#)

253.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: divide and conquer, two pointers

[zhouhuanyi's solution](#)

254.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: data structures, dp

[zhouhuanyi's solution](#)

255.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, two pointers

[zhouhuanyi's solution](#)

256.

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zhouhuanyi's solution](#)

257.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 3100 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[zhouhuanyi's solution](#)

258.

446E

[DZY Loves Bridges](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices
[zhouhuanyi's solution](#)

259.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy
[zhouhuanyi's solution](#)

260.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[zhouhuanyi's solution](#)

261.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[zhouhuanyi's solution](#)

262.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zhouhuanyi's solution](#)

263.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[zhouhuanyi's solution](#)

264.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math
[zhouhuanyi's solution](#)

265.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[zhouhuanyi's solution](#)

266.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[zhouhuanyi's solution](#)

267.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[zhouhuanyi's solution](#)

268.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zhouhuanyi's solution](#)

269.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[zhouhuanyi's solution](#)

270.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[zhouhuanyi's solution](#)

271.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[zhouhuanyi's solution](#)

272.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[zhouhuanyi's solution](#)

273.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[zhouhuanyi's solution](#)

274.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[zhouhuanyi's solution](#)

275.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhouhuanyi's solution](#)

276.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhouhuanyi's solution](#)

277.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zhouhuanyi's solution](#)

278.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings
[zhouhuanyi's solution](#)

279.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-03-24 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[zhouhuanyi's solution](#)

280.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zhouhuanyi's solution](#)

281.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zhouhuanyi's solution](#)

282.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-09-12 · last AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
[zhouhuanyi's solution](#)

283.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-10-27 · last AC: 2024-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities
[zhouhuanyi's solution](#)

284.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, probabilities, trees
[zhouhuanyi's solution](#)

285.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, flows, greedy
[zhouhuanyi's solution](#)

286.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[zhouhuanyi's solution](#)

287.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[zhouhuanyi's solution](#)

288.

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[zhouhuanyi's solution](#)

289.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[zhouhuanyi's solution](#)

290.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[zhouhuanyi's solution](#)

291.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[zhouhuanyi's solution](#)

292.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[zhouhuanyi's solution](#)

293.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[zhouhuanyi's solution](#)

294.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[zhouhuanyi's solution](#)

295.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[zhouhuanyi's solution](#)

296.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: number theory, trees

[zhouhuanyi's solution](#)

297.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zhouhuanyi's solution](#)

298.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[zhouhuanyi's solution](#)

299.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[zhouhuanyi's solution](#)

300.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings
[zhouhuanyi's solution](#)

301.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-07 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees
[zhouhuanyi's solution](#)

302.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[zhouhuanyi's solution](#)

303.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math
[zhouhuanyi's solution](#)

304.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[zhouhuanyi's solution](#)

305.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[zhouhuanyi's solution](#)

306.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-02-06 · last AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[zhouhuanyi's solution](#)

307.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[zhouhuanyi's solution](#)

308.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: matrices, trees
[zhouhuanyi's solution](#)

309.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees
[zhouhuanyi's solution](#)

310.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhouhuanyi's solution](#)

311.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
[zhouhuanyi's solution](#)

312.

901E

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[zhouhuanyi's solution](#)

313.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zhouhuanyi's solution](#)

314.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zhouhuanyi's solution](#)

315.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs
[zhouhuanyi's solution](#)

316.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy
[zhouhuanyi's solution](#)

317.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees
[zhouhuanyi's solution](#)

318.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[zhouhuanyi's solution](#)

319.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[zhouhuanyi's solution](#)

320.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[zhouhuanyi's solution](#)

321.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[zhouhuanyi's solution](#)

322.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[zhouhuanyi's solution](#)

323.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[zhouhuanyi's solution](#)

324.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[zhouhuanyi's solution](#)

325.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[zhouhuanyi's solution](#)

326.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[zhouhuanyi's solution](#)

327.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[zhouhuanyi's solution](#)

328.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zhouhuanyi's solution](#)

329.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[zhouhuanyi's solution](#)

330.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[zhouhuanyi's solution](#)

331.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[zhouhuanyi's solution](#)

332.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[zhouhuanyi's solution](#)

333.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[zhouhuanyi's solution](#)

334.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[zhouhuanyi's solution](#)

335.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[zhouhuanyi's solution](#)

336.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[zhouhuanyi's solution](#)

337.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zhouhuanyi's solution](#)

338.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, sortings, trees

[zhouhuanyi's solution](#)

339.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[zhouhuanyi's solution](#)

340.

2081G2

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

Quality: 54 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: math
[zhouhuanyi's solution](#)

341.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings
[zhouhuanyi's solution](#)

342.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math
[zhouhuanyi's solution](#)

343.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zhouhuanyi's solution](#)

344.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[zhouhuanyi's solution](#)

345.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[zhouhuanyi's solution](#)

346.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math
[zhouhuanyi's solution](#)

347.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[zhouhuanyi's solution](#)

348.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory
[zhouhuanyi's solution](#)

349.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zhouhuanyi's solution](#)

350.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zhouhuanyi's solution](#)

351.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[zhouhuanyi's solution](#)

352.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[zhouhuanyi's solution](#)

353.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[zhouhuanyi's solution](#)

354.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhouhuanyi's solution](#)

355.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[zhouhuanyi's solution](#)

356.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math

[zhouhuanyi's solution](#)

357.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, trees

[zhouhuanyi's solution](#)

358.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[zhouhuanyi's solution](#)

359.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[zhouhuanyi's solution](#)

360.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-07-07 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[zhouhuanyi's solution](#)

361.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[zhouhuanyi's solution](#)

362.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhouhuanyi's solution](#)

363.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[zhouhuanyi's solution](#)

364.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dp

[zhouhuanyi's solution](#)

365.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[zhouhuanyi's solution](#)

366.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: combinatorics, fft, graphs, math

[zhouhuanyi's solution](#)

367.

2053I2

[Affectionate Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, math, shortest paths, two pointers

[zhouhuanyi's solution](#)

368.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2024-08-28 · last AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

[zhouhuanyi's solution](#)

369.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, trees
[zhouhuanyi's solution](#)

370.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zhouhuanyi's solution](#)

371.

1938A

[Antiparticle Antiphysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zhouhuanyi's solution](#)

372.

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[zhouhuanyi's solution](#)

373.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhouhuanyi's solution](#)

374.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[zhouhuanyi's solution](#)

375.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities
[zhouhuanyi's solution](#)

376.

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[zhouhuanyi's solution](#)

377.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[zhouhuanyi's solution](#)

378.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search
[zhouhuanyi's solution](#)

379.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2023-12-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[zhouhuanyi's solution](#)

380.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[zhouhuanyi's solution](#)

381.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[zhouhuanyi's solution](#)

382.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[zhouhuanyi's solution](#)

383.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[zhouhuanyi's solution](#)

384.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[zhouhuanyi's solution](#)

385.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[zhouhuanyi's solution](#)

386.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2021-08-19 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhouhuanyi's solution](#)

387.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhouhuanyi's solution](#)

388.

1827F

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

Quality: 135 global accepts · Rating: 3500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhouhuanyi's solution](#)

389.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[zhouhuanyi's solution](#)

390.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[zhouhuanyi's solution](#)

391.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[zhouhuanyi's solution](#)

392.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhouhuanyi's solution](#)

393.

1098F

[AbOgVæ7F+0a](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[zhouhuanyi's solution](#)

394.

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[zhouhuanyi's solution](#)

395.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zhouhuanyi's solution](#)

396.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[zhouhuanyi's solution](#)

397.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: games

[zhouhuanyi's solution](#)

398.

1704H2

[Game of AI \(hard version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[zhouhuanyi's solution](#)

399.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zhouhuanyi's solution](#)

400.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[zhouhuanyi's solution](#)

401.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhouhuanyi's solution](#)

402.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zhouhuanyi's solution](#)

403.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[zhouhuanyi's solution](#)

404.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[zhouhuanyi's solution](#)

405.

105401H

[Mosaic](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhouhuanyi's solution](#)

406.

102891C

[Elliptic-EX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhouhuanyi's solution](#)

407.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhouhuanyi's solution](#)

408.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[zhouhuanyi's solution](#)

409.

101955H

[Rainbow Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhouhuanyi's solution](#)

410.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhouhuanyi's solution](#)

411.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhouhuanyi's solution](#)

412.

102992B

[Baby's First Suffix Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhouhuanyi's solution](#)

413.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhouhuanyi's solution](#)

414.

104076I

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —
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415.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhouhuanyi's solution](#)

416.

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[zhouhuanyi's solution](#)

417.

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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418.

102354D

[Magic Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: —
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419.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —
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420.

104022L

[Sheep Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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421.

104022C

[Lucky Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhouhuanyi's solution](#)

422.

102114A

[Always Online](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
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423.

104095G

[vvvvvvvim](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
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424.

102962E

[Rooted MST](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
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425.

102114C

[Call It What You Want](#) · [Tutorial](#)

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426.

101991K

[Khoshaf](#) · [Tutorial](#)

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427.

100343E

[Convex Permutominoes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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428.

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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429.

104012J

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Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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430.

104012I

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Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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431.

100989B

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432.

103964I

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433.

101463G

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434.

104337B

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435.

103439D

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436.

102586B

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437.

100085F

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438.

101161A

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439.

100451D

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440.

103688B

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441.

103371M

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442.

103091M

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443.

101564H

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444.

103411L

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445.

103860H

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446.

101385H

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447.

101142D

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448.

102059B

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449.

101371F

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undefined513

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451.

103652F

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452.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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453.

101368D

[Double cyclic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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454.

102978E

[Edge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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455.

100286F

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456.

100078F

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457.

101464C

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458.

101404B

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459.

103409L

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460.

103860D

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461.

103627K

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462.

101471J

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Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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463.

102331J

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464.

100299E

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465.

101242L

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466.

102201I

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467.

102760I

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[zhouhuanyi's solution](#)

468.

102331H

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Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —
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469.

102471C

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