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[zhoukangyang's solution](#)

103.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

104.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zhoukangyang's solution](#)

105.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: implementation

[zhoukangyang's solution](#)

106.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[zhoukangyang's solution](#)

107.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: implementation

[zhoukangyang's solution](#)

108.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[zhoukangyang's solution](#)

109.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[zhoukangyang's solution](#)

110.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zhoukangyang's solution](#)

111.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zhoukangyang's solution](#)

112.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[zhoukangyang's solution](#)

113.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zhoukangyang's solution](#)

114.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zhoukangyang's solution](#)

115.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[zhoukangyang's solution](#)

116.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[zhoukangyang's solution](#)

117.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

118.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zhoukangyang's solution](#)

119.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[zhoukangyang's solution](#)

120.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[zhoukangyang's solution](#)

121.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

122.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[zhoukangyang's solution](#)

123.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[zhoukangyang's solution](#)

124.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[zhoukangyang's solution](#)

125.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[zhoukangyang's solution](#)

126.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[zhoukangyang's solution](#)

127.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[zhoukangyang's solution](#)

128.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[zhoukangyang's solution](#)

129.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math

[zhoukangyang's solution](#)

130.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2021-01-08 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[zhoukangyang's solution](#)

131.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2021-01-08 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

132.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-08 · last AC: 2020-12-09 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[zhoukangyang's solution](#)

133.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zhoukangyang's solution](#)

134.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1000 · first AC: 2020-10-05 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[zhoukangyang's solution](#)

135.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[zhoukangyang's solution](#)

136.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: implementation

[zhoukangyang's solution](#)

137.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, math

[zhoukangyang's solution](#)

138.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[zhoukangyang's solution](#)

139.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[zhoukangyang's solution](#)

140.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[zhoukangyang's solution](#)

141.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zhoukangyang's solution](#)

142.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zhoukangyang's solution](#)

143.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

144.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

145.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

146.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[zhoukangyang's solution](#)

147.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zhoukangyang's solution](#)

148.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[zhoukangyang's solution](#)

149.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[zhoukangyang's solution](#)

150.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[zhoukangyang's solution](#)

151.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhoukangyang's solution](#)

152.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhoukangyang's solution](#)

153.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zhoukangyang's solution](#)

154.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[zhoukangyang's solution](#)

155.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[zhoukangyang's solution](#)

156.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[zhoukangyang's solution](#)

157.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[zhoukangyang's solution](#)

158.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zhoukangyang's solution](#)

159.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees
[zhoukangyang's solution](#)

160.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[zhoukangyang's solution](#)

161.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2021-01-11 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zhoukangyang's solution](#)

162.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, math
[zhoukangyang's solution](#)

163.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zhoukangyang's solution](#)

164.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[zhoukangyang's solution](#)

165.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[zhoukangyang's solution](#)

166.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: math
[zhoukangyang's solution](#)

167.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[zhoukangyang's solution](#)

168.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-13 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

169.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

170.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zhoukangyang's solution](#)

171.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zhoukangyang's solution](#)

172.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[zhoukangyang's solution](#)

173.

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zhoukangyang's solution](#)

174.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[zhoukangyang's solution](#)

175.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zhoukangyang's solution](#)

176.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[zhoukangyang's solution](#)

177.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[zhoukangyang's solution](#)

178.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[zhoukangyang's solution](#)

179.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[zhoukangyang's solution](#)

180.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zhoukangyang's solution](#)

181.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhoukangyang's solution](#)

182.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[zhoukangyang's solution](#)

183.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

184.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[zhoukangyang's solution](#)

185.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

186.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[zhoukangyang's solution](#)

187.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

188.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[zhoukangyang's solution](#)

189.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[zhoukangyang's solution](#)

190.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

[zhoukangyang's solution](#)

191.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zhoukangyang's solution](#)

192.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

193.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2020-12-30 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zhoukangyang's solution](#)

194.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

195.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[zhoukangyang's solution](#)

196.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · last AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[zhoukangyang's solution](#)

197.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[zhoukangyang's solution](#)

198.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[zhoukangyang's solution](#)

199.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zhoukangyang's solution](#)

200.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[zhoukangyang's solution](#)

201.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zhoukangyang's solution](#)

202.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zhoukangyang's solution](#)

203.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[zhoukangyang's solution](#)

204.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zhoukangyang's solution](#)

205.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhoukangyang's solution](#)

206.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[zhoukangyang's solution](#)

207.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[zhoukangyang's solution](#)

208.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[zhoukangyang's solution](#)

209.

1889A

[Qingshan Loves Strings 2 · Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhoukangyang's solution](#)

210.

1870C

[Colorful Table · Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[zhoukangyang's solution](#)

211.

1868A

[Fill in the Matrix · Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[zhoukangyang's solution](#)

212.

1864C

[Divisor Chain · Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zhoukangyang's solution](#)

213.

1844C

[Particles · Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[zhoukangyang's solution](#)

214.

1819A

[Constructive Problem · Tutorial](#)

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zhoukangyang's solution](#)

215.

1815A

[Ivan and Array Sorting · Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zhoukangyang's solution](#)

216.

1810C

[Make It Permutation · Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[zhoukangyang's solution](#)

217.

1776H

[Beppa and SwerChat · Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[zhoukangyang's solution](#)

218.

1774C

[Ice and Fire · Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zhoukangyang's solution](#)

219.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[zhoukangyang's solution](#)

220.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[zhoukangyang's solution](#)

221.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[zhoukangyang's solution](#)

222.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zhoukangyang's solution](#)

223.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[zhoukangyang's solution](#)

224.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[zhoukangyang's solution](#)

225.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[zhoukangyang's solution](#)

226.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[zhoukangyang's solution](#)

227.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[zhoukangyang's solution](#)

228.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[zhoukangyang's solution](#)

229.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zhoukangyang's solution](#)

230.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zhoukangyang's solution](#)

231.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[zhoukangyang's solution](#)

232.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[zhoukangyang's solution](#)

233.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[zhoukangyang's solution](#)

234.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhoukangyang's solution](#)

235.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[zhoukangyang's solution](#)

236.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[zhoukangyang's solution](#)

237.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · last AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[zhoukangyang's solution](#)

238.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-13 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[zhoukangyang's solution](#)

239.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: data structures, implementation
[zhoukangyang's solution](#)

240.

1372B

[Omkar and Last Class of Math](#) · Tutorial

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[zhoukangyang's solution](#)

241.

2127C

[Trip Shopping](#) · Tutorial

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[zhoukangyang's solution](#)

242.

2097A

[Sports Betting](#) · Tutorial

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
[zhoukangyang's solution](#)

243.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[zhoukangyang's solution](#)

244.

2034C

[Trapped in the Witch's Labyrinth](#) · Tutorial

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[zhoukangyang's solution](#)

245.

2035C

[Alya and Permutation](#) · Tutorial

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zhoukangyang's solution](#)

246.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[zhoukangyang's solution](#)

247.

1967A

[Permutation Counting](#) · Tutorial

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[zhoukangyang's solution](#)

248.

1965A

[Everything Nim](#) · Tutorial

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[zhoukangyang's solution](#)

249.

1951C

[Ticket Hoarding](#) · Tutorial

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[zhoukangyang's solution](#)

250.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[zhoukangyang's solution](#)

251.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[zhoukangyang's solution](#)

252.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zhoukangyang's solution](#)

253.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[zhoukangyang's solution](#)

254.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zhoukangyang's solution](#)

255.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[zhoukangyang's solution](#)

256.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[zhoukangyang's solution](#)

257.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[zhoukangyang's solution](#)

258.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[zhoukangyang's solution](#)

259.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[zhoukangyang's solution](#)

260.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[zhoukangyang's solution](#)

261.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[zhoukangyang's solution](#)

262.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[zhoukangyang's solution](#)

263.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[zhoukangyang's solution](#)

264.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[zhoukangyang's solution](#)

265.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhoukangyang's solution](#)

266.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[zhoukangyang's solution](#)

267.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[zhoukangyang's solution](#)

268.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[zhoukangyang's solution](#)

269.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[zhoukangyang's solution](#)

270.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-01-08 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zhoukangyang's solution](#)

271.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2020-12-30 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[zhoukangyang's solution](#)

272.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zhoukangyang's solution](#)

273.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[zhoukangyang's solution](#)

274.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[zhoukangyang's solution](#)

275.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[zhoukangyang's solution](#)

276.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[zhoukangyang's solution](#)

277.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2020-10-05 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: geometry, math

[zhoukangyang's solution](#)

278.

1408B

[Arrays Sum](#) · [Tutorial](#)

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

[zhoukangyang's solution](#)

279.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zhoukangyang's solution](#)

280.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zhoukangyang's solution](#)

281.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[zhoukangyang's solution](#)

282.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[zhoukangyang's solution](#)

283.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

284.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[zhoukangyang's solution](#)

285.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[zhoukangyang's solution](#)

286.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[zhoukangyang's solution](#)

287.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhoukangyang's solution](#)

288.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[zhoukangyang's solution](#)

289.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[zhoukangyang's solution](#)

290.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
[zhoukangyang's solution](#)

291.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhoukangyang's solution](#)

292.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[zhoukangyang's solution](#)

293.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[zhoukangyang's solution](#)

294.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[zhoukangyang's solution](#)

295.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[zhoukangyang's solution](#)

296.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, sortings
[zhoukangyang's solution](#)

297.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[zhoukangyang's solution](#)

298.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation
[zhoukangyang's solution](#)

299.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[zhoukangyang's solution](#)

300.

1326D1

[Prefix-Suffix Palindrome \(Easy version\) · Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[zhoukangyang's solution](#)

301.

1340A

[Nastya and Strange Generator · Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[zhoukangyang's solution](#)

302.

1552B

[Running for Gold · Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[zhoukangyang's solution](#)

303.

1553D

[Backspace · Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[zhoukangyang's solution](#)

304.

1545A

[AquaMoon and Strange Sort · Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[zhoukangyang's solution](#)

305.

1515D

[Phoenix and Socks · Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[zhoukangyang's solution](#)

306.

931D

[Peculiar apple-tree · Tutorial](#)

Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[zhoukangyang's solution](#)

307.

1439A1

[Binary Table \(Easy Version\) · Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-02-21 · last AC: 2021-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[zhoukangyang's solution](#)

308.

891A

[Pride · Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[zhoukangyang's solution](#)

309.

825D

[Suitable Replacement · Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[zhoukangyang's solution](#)

310.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[zhoukangyang's solution](#)

311.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[zhoukangyang's solution](#)

312.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: math, strings
[zhoukangyang's solution](#)

313.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zhoukangyang's solution](#)

314.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · last AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[zhoukangyang's solution](#)

315.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zhoukangyang's solution](#)

316.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2020-10-26 · last AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths
[zhoukangyang's solution](#)

317.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1500 · first AC: 2020-10-26 · last AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhoukangyang's solution](#)

318.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2020-10-05 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: dfs and similar
[zhoukangyang's solution](#)

319.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers
[zhoukangyang's solution](#)

320.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zhoukangyang's solution](#)

321.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-20 · last AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[zhoukangyang's solution](#)

322.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[zhoukangyang's solution](#)

323.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-15 · last AC: 2020-09-16 · GNU C++11 (first AC) · Tags: implementation, strings

[zhoukangyang's solution](#)

324.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[zhoukangyang's solution](#)

325.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[zhoukangyang's solution](#)

326.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[zhoukangyang's solution](#)

327.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[zhoukangyang's solution](#)

328.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

329.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[zhoukangyang's solution](#)

330.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

331.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zhoukangyang's solution](#)

332.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zhoukangyang's solution](#)

333.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[zhoukangyang's solution](#)

334.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[zhoukangyang's solution](#)

335.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhoukangyang's solution](#)

336.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[zhoukangyang's solution](#)

337.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[zhoukangyang's solution](#)

338.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zhoukangyang's solution](#)

339.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zhoukangyang's solution](#)

340.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[zhoukangyang's solution](#)

341.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[zhoukangyang's solution](#)

342.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings

[zhoukangyang's solution](#)

343.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[zhoukangyang's solution](#)

344.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zhoukangyang's solution](#)

345.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[zhoukangyang's solution](#)

346.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zhoukangyang's solution](#)

347.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[zhoukangyang's solution](#)

348.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[zhoukangyang's solution](#)

349.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhoukangyang's solution](#)

350.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[zhoukangyang's solution](#)

351.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zhoukangyang's solution](#)

352.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[zhoukangyang's solution](#)

353.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[zhoukangyang's solution](#)

354.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[zhoukangyang's solution](#)

355.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[zhoukangyang's solution](#)

356.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zhoukangyang's solution](#)

357.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[zhoukangyang's solution](#)

358.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[zhoukangyang's solution](#)

359.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[zhoukangyang's solution](#)

360.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[zhoukangyang's solution](#)

361.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[zhoukangyang's solution](#)

362.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: dp, matrices

[zhoukangyang's solution](#)

363.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

364.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[zhoukangyang's solution](#)

365.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhoukangyang's solution](#)

366.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[zhoukangyang's solution](#)

367.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-03-11 · last AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[zhoukangyang's solution](#)

368.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math

[zhoukangyang's solution](#)

369.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[zhoukangyang's solution](#)

370.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2021-01-11 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[zhoukangyang's solution](#)

371.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zhoukangyang's solution](#)

372.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

373.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2021-01-07 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[zhoukangyang's solution](#)

374.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[zhoukangyang's solution](#)

375.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · last AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zhoukangyang's solution](#)

376.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings

[zhoukangyang's solution](#)

377.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[zhoukangyang's solution](#)

378.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: probabilities

[zhoukangyang's solution](#)

379.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2020-10-05 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[zhoukangyang's solution](#)

380.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-10-01 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[zhoukangyang's solution](#)

381.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zhoukangyang's solution](#)

382.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-13 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[zhoukangyang's solution](#)

383.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[zhoukangyang's solution](#)

384.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[zhoukangyang's solution](#)

385.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[zhoukangyang's solution](#)

386.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[zhoukangyang's solution](#)

387.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[zhoukangyang's solution](#)

388.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zhoukangyang's solution](#)

389.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zhoukangyang's solution](#)

390.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[zhoukangyang's solution](#)

391.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[zhoukangyang's solution](#)

392.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[zhoukangyang's solution](#)

393.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[zhoukangyang's solution](#)

394.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[zhoukangyang's solution](#)

395.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[zhoukangyang's solution](#)

396.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[zhoukangyang's solution](#)

397.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zhoukangyang's solution](#)

398.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhoukangyang's solution](#)

399.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[zhoukangyang's solution](#)

400.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[zhoukangyang's solution](#)

401.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[zhoukangyang's solution](#)

402.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zhoukangyang's solution](#)

403.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[zhoukangyang's solution](#)

404.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhoukangyang's solution](#)

405.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[zhoukangyang's solution](#)

406.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[zhoukangyang's solution](#)

407.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[zhoukangyang's solution](#)

408.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhoukangyang's solution](#)

409.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhoukangyang's solution](#)

410.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zhoukangyang's solution](#)

411.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zhoukangyang's solution](#)

412.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[zhoukangyang's solution](#)

413.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zhoukangyang's solution](#)

414.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[zhoukangyang's solution](#)

415.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

416.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[zhoukangyang's solution](#)

417.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[zhoukangyang's solution](#)

418.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[zhoukangyang's solution](#)

419.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[zhoukangyang's solution](#)

420.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[zhoukangyang's solution](#)

421.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation
[zhoukangyang's solution](#)

422.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[zhoukangyang's solution](#)

423.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[zhoukangyang's solution](#)

424.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[zhoukangyang's solution](#)

425.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zhoukangyang's solution](#)

426.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[zhoukangyang's solution](#)

427.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[zhoukangyang's solution](#)

428.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[zhoukangyang's solution](#)

429.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[zhoukangyang's solution](#)

430.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[zhoukangyang's solution](#)

431.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: sortings, two pointers

[zhoukangyang's solution](#)

432.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2021-01-10 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[zhoukangyang's solution](#)

433.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2021-01-07 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[zhoukangyang's solution](#)

434.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2020-12-30 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

435.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[zhoukangyang's solution](#)

436.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[zhoukangyang's solution](#)

437.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[zhoukangyang's solution](#)

438.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[zhoukangyang's solution](#)

439.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2020-10-05 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: implementation, math, trees

[zhoukangyang's solution](#)

440.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-10-02 · last AC: 2020-10-02 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[zhoukangyang's solution](#)

441.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zhoukangyang's solution](#)

442.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhoukangyang's solution](#)

443.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[zhoukangyang's solution](#)

444.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[zhoukangyang's solution](#)

445.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[zhoukangyang's solution](#)

446.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zhoukangyang's solution](#)

447.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[zhoukangyang's solution](#)

448.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[zhoukangyang's solution](#)

449.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[zhoukangyang's solution](#)

450.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[zhoukangyang's solution](#)

451.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[zhoukangyang's solution](#)

452.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[zhoukangyang's solution](#)

453.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[zhoukangyang's solution](#)

454.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[zhoukangyang's solution](#)

455.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[zhoukangyang's solution](#)

456.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[zhoukangyang's solution](#)

457.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[zhoukangyang's solution](#)

458.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry
[zhoukangyang's solution](#)

459.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[zhoukangyang's solution](#)

460.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[zhoukangyang's solution](#)

461.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[zhoukangyang's solution](#)

462.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zhoukangyang's solution](#)

463.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 1800 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[zhoukangyang's solution](#)

464.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[zhoukangyang's solution](#)

465.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

466.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

467.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[zhoukangyang's solution](#)

468.

1030D

[Vasya and Triangle](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory

[zhoukangyang's solution](#)

469.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[zhoukangyang's solution](#)

470.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[zhoukangyang's solution](#)

471.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[zhoukangyang's solution](#)

472.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[zhoukangyang's solution](#)

473.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zhoukangyang's solution](#)

474.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[zhoukangyang's solution](#)

475.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[zhoukangyang's solution](#)

476.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[zhoukangyang's solution](#)

477.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[zhoukangyang's solution](#)

478.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[zhoukangyang's solution](#)

479.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[zhoukangyang's solution](#)

480.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[zhoukangyang's solution](#)

481.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[zhoukangyang's solution](#)

482.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[zhoukangyang's solution](#)

483.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[zhoukangyang's solution](#)

484.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhoukangyang's solution](#)

485.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[zhoukangyang's solution](#)

486.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2021-01-10 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[zhoukangyang's solution](#)

487.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2021-01-07 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[zhoukangyang's solution](#)

488.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[zhoukangyang's solution](#)

489.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[zhoukangyang's solution](#)

490.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-08 · last AC: 2020-12-09 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[zhoukangyang's solution](#)

491.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: games

[zhoukangyang's solution](#)

492.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[zhoukangyang's solution](#)

493.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-10-01 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[zhoukangyang's solution](#)

494.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[zhoukangyang's solution](#)

495.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhoukangyang's solution](#)

496.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[zhoukangyang's solution](#)

497.

1395D

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

Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings

[zhoukangyang's solution](#)

498.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[zhoukangyang's solution](#)

499.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[zhoukangyang's solution](#)

500.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zhoukangyang's solution](#)

501.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[zhoukangyang's solution](#)

502.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[zhoukangyang's solution](#)

503.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[zhoukangyang's solution](#)

504.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhoukangyang's solution](#)

505.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

506.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhoukangyang's solution](#)

507.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[zhoukangyang's solution](#)

508.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

509.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhoukangyang's solution](#)

510.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[zhoukangyang's solution](#)

511.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[zhoukangyang's solution](#)

512.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zhoukangyang's solution](#)

513.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

514.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[zhoukangyang's solution](#)

515.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[zhoukangyang's solution](#)

516.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zhoukangyang's solution](#)

517.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

518.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[zhoukangyang's solution](#)

519.

1738D

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

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

[zhoukangyang's solution](#)

520.

1704D

[Magical Array](#) · [Tutorial](#)

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

[zhoukangyang's solution](#)

521.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, interactive

[zhoukangyang's solution](#)

522.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zhoukangyang's solution](#)

523.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[zhoukangyang's solution](#)

524.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

525.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[zhoukangyang's solution](#)

526.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[zhoukangyang's solution](#)

527.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, shortest paths

[zhoukangyang's solution](#)

528.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[zhoukangyang's solution](#)

529.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[zhoukangyang's solution](#)

530.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zhoukangyang's solution](#)

531.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[zhoukangyang's solution](#)

532.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[zhoukangyang's solution](#)

533.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: games, greedy

[zhoukangyang's solution](#)

534.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[zhoukangyang's solution](#)

535.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: games

[zhoukangyang's solution](#)

536.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[zhoukangyang's solution](#)

537.

931F

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

Rating: 1900 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

538.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[zhoukangyang's solution](#)

539.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[zhoukangyang's solution](#)

540.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zhoukangyang's solution](#)

541.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhoukangyang's solution](#)

542.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[zhoukangyang's solution](#)

543.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[zhoukangyang's solution](#)

544.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2021-01-11 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zhoukangyang's solution](#)

545.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[zhoukangyang's solution](#)

546.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[zhoukangyang's solution](#)

547.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[zhoukangyang's solution](#)

548.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[zhoukangyang's solution](#)

549.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[zhoukangyang's solution](#)

550.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[zhoukangyang's solution](#)

551.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[zhoukangyang's solution](#)

552.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,158 global accepts · Rating: 1900 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy, trees
[zhoukangyang's solution](#)

553.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[zhoukangyang's solution](#)

554.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths
[zhoukangyang's solution](#)

555.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[zhoukangyang's solution](#)

556.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities
[zhoukangyang's solution](#)

557.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2020-10-05 · last AC: 2020-10-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math
[zhoukangyang's solution](#)

558.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-10-02 · last AC: 2020-10-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[zhoukangyang's solution](#)

559.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: data structures, trees
[zhoukangyang's solution](#)

560.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-15 · last AC: 2020-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees
[zhoukangyang's solution](#)

561.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: brute force, two pointers
[zhoukangyang's solution](#)

562.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[zhoukangyang's solution](#)

563.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2020-08-04 · last AC: 2020-08-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[zhoukangyang's solution](#)

564.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zhoukangyang's solution](#)

565.

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

[zhoukangyang's solution](#)

566.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zhoukangyang's solution](#)

567.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[zhoukangyang's solution](#)

568.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[zhoukangyang's solution](#)

569.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[zhoukangyang's solution](#)

570.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[zhoukangyang's solution](#)

571.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[zhoukangyang's solution](#)

572.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhoukangyang's solution](#)

573.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[zhoukangyang's solution](#)

574.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[zhoukangyang's solution](#)

575.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[zhoukangyang's solution](#)

576.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zhoukangyang's solution](#)

577.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zhoukangyang's solution](#)

578.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[zhoukangyang's solution](#)

579.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[zhoukangyang's solution](#)

580.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[zhoukangyang's solution](#)

581.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[zhoukangyang's solution](#)

582.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[zhoukangyang's solution](#)

583.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[zhoukangyang's solution](#)

584.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings
[zhoukangyang's solution](#)

585.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[zhoukangyang's solution](#)

586.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[zhoukangyang's solution](#)

587.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zhoukangyang's solution](#)

588.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[zhoukangyang's solution](#)

589.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[zhoukangyang's solution](#)

590.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[zhoukangyang's solution](#)

591.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[zhoukangyang's solution](#)

592.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Quality: 2000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers

[zhoukangyang's solution](#)

593.

1599C

[Bubble Strike](#) · [Tutorial](#)

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594.

1566E

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595.

1558C

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596.

1513D

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Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

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597.

803F

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Quality: 4,641 global accepts · Rating: 2000 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

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598.

938D

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599.

891B

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600.

893E

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601.

1060E

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Quality: 3,501 global accepts · Rating: 2000 · first AC: 2021-01-11 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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602.

1266D

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603.

1458B

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604.

1451E1

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Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · last AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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605.

87C

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Quality: 1,687 global accepts · Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, games, math

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606.

388C

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607.

1456B

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608.

1147C

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609.

15C

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610.

264C

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611.

235B

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612.

1209E1

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Quality: 3,251 global accepts · Rating: 2000 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

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613.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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614.

1416C

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615.

1426F

[Number of Subsequences](#) · [Tutorial](#)

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616.

514C

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617.

1200E

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618.

1288E

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619.

1288D

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620.

1379C

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621.

2127E

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622.

2052D

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623.

2046C

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624.

2029E

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625.

1975E

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626.

1942D

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Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
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627.

1938J

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628.

1930D2

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629.

1924B

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1912B

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631.

1868B2

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632.

1863E

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633.

1864E

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634.

1810E

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635.

1801D

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636.

1799D2

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637.

1776G

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638.

1787E

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639.

1762D

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1710B

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1667B

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1684E

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1654D

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647.

1284D

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1614D1

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601B

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763B

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1322B

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1078B

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654.

1240C

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655.

1599H

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656.

1575L

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657.

1553E

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658.

1530E

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660.

1483C

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661.

788B

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662.

780E

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1479B2

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1044C

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665.

1266E

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993C

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667.

520D

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668.

521B

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669.

1466F

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670.

1006F

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671.

1450C1

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672.

1370E

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673.

348B

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674.

208E

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Quality: 8,923 global accepts · Rating: 2100 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

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675.

1434C

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Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

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676.

498C

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677.

77C

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678.

321C

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679.

507E

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680.

1025D

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681.

1419E

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682.

665E

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

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683.

1393D

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684.

920E

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685.

2062D

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686.

2034E

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687.

2039E

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688.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[zhoukangyang's solution](#)

689.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[zhoukangyang's solution](#)

690.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zhoukangyang's solution](#)

691.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[zhoukangyang's solution](#)

692.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

693.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[zhoukangyang's solution](#)

694.

1867E2

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

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[zhoukangyang's solution](#)

695.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[zhoukangyang's solution](#)

696.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zhoukangyang's solution](#)

697.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[zhoukangyang's solution](#)

698.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[zhoukangyang's solution](#)

699.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[zhoukangyang's solution](#)

700.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[zhoukangyang's solution](#)

701.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[zhoukangyang's solution](#)

702.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[zhoukangyang's solution](#)

703.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[zhoukangyang's solution](#)

704.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[zhoukangyang's solution](#)

705.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[zhoukangyang's solution](#)

706.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[zhoukangyang's solution](#)

707.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[zhoukangyang's solution](#)

708.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[zhoukangyang's solution](#)

709.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

710.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zhoukangyang's solution](#)

711.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[zhoukangyang's solution](#)

712.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[zhoukangyang's solution](#)

713.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[zhoukangyang's solution](#)

714.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings
[zhoukangyang's solution](#)

715.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[zhoukangyang's solution](#)

716.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[zhoukangyang's solution](#)

717.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings
[zhoukangyang's solution](#)

718.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math
[zhoukangyang's solution](#)

719.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[zhoukangyang's solution](#)

720.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees
[zhoukangyang's solution](#)

721.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: dp, sortings
[zhoukangyang's solution](#)

722.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[zhoukangyang's solution](#)

723.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[zhoukangyang's solution](#)

724.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[zhoukangyang's solution](#)

725.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[zhoukangyang's solution](#)

726.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, sortings, trees

[zhoukangyang's solution](#)

727.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[zhoukangyang's solution](#)

728.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zhoukangyang's solution](#)

729.

954I

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

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: fft, math

[zhoukangyang's solution](#)

730.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[zhoukangyang's solution](#)

731.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zhoukangyang's solution](#)

732.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graph matchings, graphs, greedy

[zhoukangyang's solution](#)

733.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp, games

[zhoukangyang's solution](#)

734.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: games, math

[zhoukangyang's solution](#)

735.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[zhoukangyang's solution](#)

736.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: greedy

[zhoukangyang's solution](#)

737.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: flows

[zhoukangyang's solution](#)

738.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[zhoukangyang's solution](#)

739.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: graph matchings

[zhoukangyang's solution](#)

740.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[zhoukangyang's solution](#)

741.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[zhoukangyang's solution](#)

742.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2020-10-21 · last AC: 2020-10-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[zhoukangyang's solution](#)

743.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[zhoukangyang's solution](#)

744.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[zhoukangyang's solution](#)

745.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2020-10-05 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: dp, implementation
[zhoukangyang's solution](#)

746.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings
[zhoukangyang's solution](#)

747.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-14 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: data structures, dp, graphs
[zhoukangyang's solution](#)

748.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math
[zhoukangyang's solution](#)

749.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: data structures
[zhoukangyang's solution](#)

750.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[zhoukangyang's solution](#)

751.

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
[zhoukangyang's solution](#)

752.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[zhoukangyang's solution](#)

753.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[zhoukangyang's solution](#)

754.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zhoukangyang's solution](#)

755.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[zhoukangyang's solution](#)

756.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[zhoukangyang's solution](#)

757.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zhoukangyang's solution](#)

758.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

759.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhoukangyang's solution](#)

760.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

761.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[zhoukangyang's solution](#)

762.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[zhoukangyang's solution](#)

763.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[zhoukangyang's solution](#)

764.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[zhoukangyang's solution](#)

765.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[zhoukangyang's solution](#)

766.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zhoukangyang's solution](#)

767.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[zhoukangyang's solution](#)

768.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zhoukangyang's solution](#)

769.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[zhoukangyang's solution](#)

770.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[zhoukangyang's solution](#)

771.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[zhoukangyang's solution](#)

772.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[zhoukangyang's solution](#)

773.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[zhoukangyang's solution](#)

774.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp
[zhoukangyang's solution](#)

775.

601C

[Kleofáš and the n-thon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[zhoukangyang's solution](#)

776.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle
[zhoukangyang's solution](#)

777.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[zhoukangyang's solution](#)

778.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[zhoukangyang's solution](#)

779.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory
[zhoukangyang's solution](#)

780.

1204E

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[zhoukangyang's solution](#)

781.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[zhoukangyang's solution](#)

782.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, probabilities
[zhoukangyang's solution](#)

783.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[zhoukangyang's solution](#)

784.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zhoukangyang's solution](#)

785.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[zhoukangyang's solution](#)

786.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zhoukangyang's solution](#)

787.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[zhoukangyang's solution](#)

788.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[zhoukangyang's solution](#)

789.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zhoukangyang's solution](#)

790.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[zhoukangyang's solution](#)

791.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zhoukangyang's solution](#)

792.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: dp, sortings

[zhoukangyang's solution](#)

793.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math,

sortings

[zhoukangyang's solution](#)

794.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[zhoukangyang's solution](#)

795.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[zhoukangyang's solution](#)

796.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-03-11 · last AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zhoukangyang's solution](#)

797.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[zhoukangyang's solution](#)

798.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: data structures, trees

[zhoukangyang's solution](#)

799.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[zhoukangyang's solution](#)

800.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2021-01-25 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[zhoukangyang's solution](#)

801.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[zhoukangyang's solution](#)

802.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[zhoukangyang's solution](#)

803.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[zhoukangyang's solution](#)

804.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · last AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zhoukangyang's solution](#)

805.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-08 · last AC: 2020-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

806.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp, games

[zhoukangyang's solution](#)

807.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: games

[zhoukangyang's solution](#)

808.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[zhoukangyang's solution](#)

809.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[zhoukangyang's solution](#)

810.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, matrices

[zhoukangyang's solution](#)

811.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zhoukangyang's solution](#)

812.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[zhoukangyang's solution](#)

813.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: flows

[zhoukangyang's solution](#)

814.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[zhoukangyang's solution](#)

815.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths
[zhoukangyang's solution](#)

816.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[zhoukangyang's solution](#)

817.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[zhoukangyang's solution](#)

818.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees
[zhoukangyang's solution](#)

819.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings
[zhoukangyang's solution](#)

820.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees
[zhoukangyang's solution](#)

821.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[zhoukangyang's solution](#)

822.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[zhoukangyang's solution](#)

823.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dp, fft
[zhoukangyang's solution](#)

824.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[zhoukangyang's solution](#)

825.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: combinatorics, fft, math
[zhoukangyang's solution](#)

826.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: flows
[zhoukangyang's solution](#)

827.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[zhoukangyang's solution](#)

828.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-10-01 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[zhoukangyang's solution](#)

829.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[zhoukangyang's solution](#)

830.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities
[zhoukangyang's solution](#)

831.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: string suffix structures
[zhoukangyang's solution](#)

832.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[zhoukangyang's solution](#)

833.

1395E

[Boboniu Walks on Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, graphs, hashing
[zhoukangyang's solution](#)

834.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[zhoukangyang's solution](#)

835.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zhoukangyang's solution](#)

836.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 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

[zhoukangyang's solution](#)

837.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

838.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[zhoukangyang's solution](#)

839.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[zhoukangyang's solution](#)

840.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zhoukangyang's solution](#)

841.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

842.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhoukangyang's solution](#)

843.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[zhoukangyang's solution](#)

844.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

845.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices
[zhoukangyang's solution](#)

846.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[zhoukangyang's solution](#)

847.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zhoukangyang's solution](#)

848.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[zhoukangyang's solution](#)

849.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[zhoukangyang's solution](#)

850.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[zhoukangyang's solution](#)

851.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[zhoukangyang's solution](#)

852.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[zhoukangyang's solution](#)

853.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[zhoukangyang's solution](#)

854.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[zhoukangyang's solution](#)

855.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[zhoukangyang's solution](#)

856.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[zhoukangyang's solution](#)

857.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zhoukangyang's solution](#)

858.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[zhoukangyang's solution](#)

859.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[zhoukangyang's solution](#)

860.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[zhoukangyang's solution](#)

861.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[zhoukangyang's solution](#)

862.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[zhoukangyang's solution](#)

863.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[zhoukangyang's solution](#)

864.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

865.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zhoukangyang's solution](#)

866.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths
[zhoukangyang's solution](#)

867.

1591F

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

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math
[zhoukangyang's solution](#)

868.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[zhoukangyang's solution](#)

869.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[zhoukangyang's solution](#)

870.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[zhoukangyang's solution](#)

871.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees
[zhoukangyang's solution](#)

872.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[zhoukangyang's solution](#)

873.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[zhoukangyang's solution](#)

874.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs
[zhoukangyang's solution](#)

875.

1078C

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

Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[zhoukangyang's solution](#)

876.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[zhoukangyang's solution](#)

877.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[zhoukangyang's solution](#)

878.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[zhoukangyang's solution](#)

879.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[zhoukangyang's solution](#)

880.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[zhoukangyang's solution](#)

881.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures

[zhoukangyang's solution](#)

882.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[zhoukangyang's solution](#)

883.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[zhoukangyang's solution](#)

884.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[zhoukangyang's solution](#)

885.

1004E

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

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp,

greedy, shortest paths, trees

[zhoukangyang's solution](#)

886.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[zhoukangyang's solution](#)

887.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-01-06 · last AC: 2021-02-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[zhoukangyang's solution](#)

888.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[zhoukangyang's solution](#)

889.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, hashing, string suffix structures, strings

[zhoukangyang's solution](#)

890.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[zhoukangyang's solution](#)

891.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[zhoukangyang's solution](#)

892.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[zhoukangyang's solution](#)

893.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[zhoukangyang's solution](#)

894.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[zhoukangyang's solution](#)

895.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2020-12-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[zhoukangyang's solution](#)

896.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[zhoukangyang's solution](#)

897.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

898.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices

[zhoukangyang's solution](#)

899.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[zhoukangyang's solution](#)

900.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp, graphs, matrices

[zhoukangyang's solution](#)

901.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dp, matrices

[zhoukangyang's solution](#)

902.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[zhoukangyang's solution](#)

903.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices

[zhoukangyang's solution](#)

904.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers

[zhoukangyang's solution](#)

905.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[zhoukangyang's solution](#)

906.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, flows, graphs
[zhoukangyang's solution](#)

907.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math, matrices, number theory
[zhoukangyang's solution](#)

908.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: flows, trees
[zhoukangyang's solution](#)

909.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: flows, graphs
[zhoukangyang's solution](#)

910.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[zhoukangyang's solution](#)

911.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[zhoukangyang's solution](#)

912.

246E

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

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[zhoukangyang's solution](#)

913.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[zhoukangyang's solution](#)

914.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[zhoukangyang's solution](#)

915.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[zhoukangyang's solution](#)

916.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zhoukangyang's solution](#)

917.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[zhoukangyang's solution](#)

918.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[zhoukangyang's solution](#)

919.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing

[zhoukangyang's solution](#)

920.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[zhoukangyang's solution](#)

921.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: strings

[zhoukangyang's solution](#)

922.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[zhoukangyang's solution](#)

923.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees

[zhoukangyang's solution](#)

924.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[zhoukangyang's solution](#)

925.

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

[zhoukangyang's solution](#)

926.

2034F1

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[zhoukangyang's solution](#)

927.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zhoukangyang's solution](#)

928.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[zhoukangyang's solution](#)

929.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

930.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zhoukangyang's solution](#)

931.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[zhoukangyang's solution](#)

932.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhoukangyang's solution](#)

933.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhoukangyang's solution](#)

934.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[zhoukangyang's solution](#)

935.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zhoukangyang's solution](#)

936.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[zhoukangyang's solution](#)

937.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[zhoukangyang's solution](#)

938.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[zhoukangyang's solution](#)

939.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[zhoukangyang's solution](#)

940.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[zhoukangyang's solution](#)

941.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[zhoukangyang's solution](#)

942.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[zhoukangyang's solution](#)

943.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[zhoukangyang's solution](#)

944.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[zhoukangyang's solution](#)

945.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[zhoukangyang's solution](#)

946.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[zhoukangyang's solution](#)

947.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[zhoukangyang's solution](#)

948.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[zhoukangyang's solution](#)

949.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[zhoukangyang's solution](#)

950.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[zhoukangyang's solution](#)

951.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[zhoukangyang's solution](#)

952.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[zhoukangyang's solution](#)

953.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhoukangyang's solution](#)

954.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[zhoukangyang's solution](#)

955.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[zhoukangyang's solution](#)

956.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[zhoukangyang's solution](#)

957.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhoukangyang's solution](#)

958.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[zhoukangyang's solution](#)

959.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[zhoukangyang's solution](#)

960.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[zhoukangyang's solution](#)

961.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[zhoukangyang's solution](#)

962.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[zhoukangyang's solution](#)

963.

1586F

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

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[zhoukangyang's solution](#)

964.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

965.

1065F

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

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[zhoukangyang's solution](#)

966.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[zhoukangyang's solution](#)

967.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[zhoukangyang's solution](#)

968.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[zhoukangyang's solution](#)

969.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
[zhoukangyang's solution](#)

970.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[zhoukangyang's solution](#)

971.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[zhoukangyang's solution](#)

972.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[zhoukangyang's solution](#)

973.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[zhoukangyang's solution](#)

974.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[zhoukangyang's solution](#)

975.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[zhoukangyang's solution](#)

976.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[zhoukangyang's solution](#)

977.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zhoukangyang's solution](#)

978.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · last AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

979.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zhoukangyang's solution](#)

980.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

981.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-20 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[zhoukangyang's solution](#)

982.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zhoukangyang's solution](#)

983.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: games, two pointers

[zhoukangyang's solution](#)

984.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[zhoukangyang's solution](#)

985.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: games

[zhoukangyang's solution](#)

986.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[zhoukangyang's solution](#)

987.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-12 · last AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[zhoukangyang's solution](#)

988.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[zhoukangyang's solution](#)

989.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zhoukangyang's solution](#)

990.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[zhoukangyang's solution](#)

991.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[zhoukangyang's solution](#)

992.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[zhoukangyang's solution](#)

993.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

994.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, trees

[zhoukangyang's solution](#)

995.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2021-01-31 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zhoukangyang's solution](#)

996.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, probabilities

[zhoukangyang's solution](#)

997.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[zhoukangyang's solution](#)

998.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2021-01-10 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[zhoukangyang's solution](#)

999.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[zhoukangyang's solution](#)

1000.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[zhoukangyang's solution](#)

1001.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[zhoukangyang's solution](#)

1002.

1187F

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

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[zhoukangyang's solution](#)

1003.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[zhoukangyang's solution](#)

1004.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[zhoukangyang's solution](#)

1005.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1006.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: combinatorics, fft
[zhoukangyang's solution](#)

1007.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: combinatorics, graphs
[zhoukangyang's solution](#)

1008.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: binary search, graphs, matrices
[zhoukangyang's solution](#)

1009.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dp, matrices
[zhoukangyang's solution](#)

1010.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: dp, matrices
[zhoukangyang's solution](#)

1011.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[zhoukangyang's solution](#)

1012.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: dp, greedy
[zhoukangyang's solution](#)

1013.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: flows, graphs, greedy
[zhoukangyang's solution](#)

1014.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings
[zhoukangyang's solution](#)

1015.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: flows, graphs
[zhoukangyang's solution](#)

1016.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[zhoukangyang's solution](#)

1017.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: dp, string suffix structures, trees

[zhoukangyang's solution](#)

1018.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: flows, graphs

[zhoukangyang's solution](#)

1019.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[zhoukangyang's solution](#)

1020.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zhoukangyang's solution](#)

1021.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: combinatorics, math

[zhoukangyang's solution](#)

1022.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[zhoukangyang's solution](#)

1023.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-10-06 · last AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhoukangyang's solution](#)

1024.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[zhoukangyang's solution](#)

1025.

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[zhoukangyang's solution](#)

1026.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[zhoukangyang's solution](#)

1027.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2020-09-10 · last AC: 2020-09-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[zhoukangyang's solution](#)

1028.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[zhoukangyang's solution](#)

1029.

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

[zhoukangyang's solution](#)

1030.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1031.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[zhoukangyang's solution](#)

1032.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[zhoukangyang's solution](#)

1033.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[zhoukangyang's solution](#)

1034.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1035.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[zhoukangyang's solution](#)

1036.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhoukangyang's solution](#)

1037.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[zhoukangyang's solution](#)

1038.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

1039.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zhoukangyang's solution](#)

1040.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[zhoukangyang's solution](#)

1041.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[zhoukangyang's solution](#)

1042.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[zhoukangyang's solution](#)

1043.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zhoukangyang's solution](#)

1044.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zhoukangyang's solution](#)

1045.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1046.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[zhoukangyang's solution](#)

1047.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · last AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[zhoukangyang's solution](#)

1048.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[zhoukangyang's solution](#)

1049.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1050.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[zhoukangyang's solution](#)

1051.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[zhoukangyang's solution](#)

1052.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[zhoukangyang's solution](#)

1053.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[zhoukangyang's solution](#)

1054.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhoukangyang's solution](#)

1055.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[zhoukangyang's solution](#)

1056.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zhoukangyang's solution](#)

1057.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[zhoukangyang's solution](#)

1058.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[zhoukangyang's solution](#)

1059.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zhoukangyang's solution](#)

1060.

763C

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

Quality: 781 global accepts · Rating: 2600 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[zhoukangyang's solution](#)

1061.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[zhoukangyang's solution](#)

1062.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[zhoukangyang's solution](#)

1063.

1599J

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

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[zhoukangyang's solution](#)

1064.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[zhoukangyang's solution](#)

1065.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[zhoukangyang's solution](#)

1066.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[zhoukangyang's solution](#)

1067.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[zhoukangyang's solution](#)

1068.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zhoukangyang's solution](#)**1069.**

1340D

[Nastya and Time Machine · Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zhoukangyang's solution](#)**1070.**

1566F

[Points Movement · Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[zhoukangyang's solution](#)**1071.**

1391E

[Pairs of Pairs · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[zhoukangyang's solution](#)**1072.**

896C

[Willem, Chtholly and Seniorious · Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[zhoukangyang's solution](#)**1073.**

1558D

[Top-Notch Insertions · Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[zhoukangyang's solution](#)**1074.**

1554E

[You · Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[zhoukangyang's solution](#)**1075.**

1530F

[Bingo · Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[zhoukangyang's solution](#)**1076.**

1089I

[Interval-Free Permutations · Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[zhoukangyang's solution](#)**1077.**

1227G

[Not Same · Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1078.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[zhoukangyang's solution](#)

1079.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: geometry, number theory
[zhoukangyang's solution](#)

1080.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[zhoukangyang's solution](#)

1081.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[zhoukangyang's solution](#)

1082.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math
[zhoukangyang's solution](#)

1083.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: data structures, sortings
[zhoukangyang's solution](#)

1084.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[zhoukangyang's solution](#)

1085.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math
[zhoukangyang's solution](#)

1086.

1237F

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

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[zhoukangyang's solution](#)

1087.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[zhoukangyang's solution](#)

1088.

741C

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

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhoukangyang's solution](#)

1089.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[zhoukangyang's solution](#)

1090.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[zhoukangyang's solution](#)

1091.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[zhoukangyang's solution](#)

1092.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, probabilities

[zhoukangyang's solution](#)

1093.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-01-22 · last AC: 2021-01-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[zhoukangyang's solution](#)

1094.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: bitmasks, shortest paths

[zhoukangyang's solution](#)

1095.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-01-05 · last AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[zhoukangyang's solution](#)

1096.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[zhoukangyang's solution](#)

1097.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2020-12-30 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

1098.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: number theory

[zhoukangyang's solution](#)

1099.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dp, strings

[zhoukangyang's solution](#)

1100.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[zhoukangyang's solution](#)

1101.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[zhoukangyang's solution](#)

1102.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-12-06 · GNU C++11 (first AC) · Tags: data structures, greedy

[zhoukangyang's solution](#)

1103.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[zhoukangyang's solution](#)

1104.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[zhoukangyang's solution](#)

1105.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[zhoukangyang's solution](#)

1106.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[zhoukangyang's solution](#)

1107.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[zhoukangyang's solution](#)

1108.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[zhoukangyang's solution](#)

1109.

958F3

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

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: fft

[zhoukangyang's solution](#)

1110.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[zhoukangyang's solution](#)

1111.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[zhoukangyang's solution](#)

1112.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[zhoukangyang's solution](#)

1113.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1114.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[zhoukangyang's solution](#)

1115.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: flows, graphs

[zhoukangyang's solution](#)

1116.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: dp, greedy

[zhoukangyang's solution](#)

1117.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[zhoukangyang's solution](#)

1118.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[zhoukangyang's solution](#)

1119.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[zhoukangyang's solution](#)

1120.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zhoukangyang's solution](#)

1121.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[zhoukangyang's solution](#)

1122.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[zhoukangyang's solution](#)

1123.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[zhoukangyang's solution](#)

1124.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-10-19 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[zhoukangyang's solution](#)

1125.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: math

[zhoukangyang's solution](#)

1126.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-09-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[zhoukangyang's solution](#)

1127.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-12 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[zhoukangyang's solution](#)

1128.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[zhoukangyang's solution](#)

1129.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[zhoukangyang's solution](#)

1130.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[zhoukangyang's solution](#)

1131.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1132.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[zhoukangyang's solution](#)

1133.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[zhoukangyang's solution](#)

1134.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[zhoukangyang's solution](#)

1135.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[zhoukangyang's solution](#)

1136.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zhoukangyang's solution](#)

1137.

1789F

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

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[zhoukangyang's solution](#)

1138.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1139.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[zhoukangyang's solution](#)

1140.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[zhoukangyang's solution](#)

1141.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-12-15 · last AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhoukangyang's solution](#)

1142.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[zhoukangyang's solution](#)

1143.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[zhoukangyang's solution](#)

1144.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[zhoukangyang's solution](#)

1145.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[zhoukangyang's solution](#)

1146.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhoukangyang's solution](#)

1147.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[zhoukangyang's solution](#)

1148.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[zhoukangyang's solution](#)

1149.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math
[zhoukangyang's solution](#)

1150.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2021-10-26 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[zhoukangyang's solution](#)

1151.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[zhoukangyang's solution](#)

1152.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhoukangyang's solution](#)

1153.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs
[zhoukangyang's solution](#)

1154.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing
[zhoukangyang's solution](#)

1155.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[zhoukangyang's solution](#)

1156.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[zhoukangyang's solution](#)

1157.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-19 · last AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[zhoukangyang's solution](#)

1158.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[zhoukangyang's solution](#)

1159.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[zhoukangyang's solution](#)

1160.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[zhoukangyang's solution](#)

1161.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[zhoukangyang's solution](#)

1162.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[zhoukangyang's solution](#)

1163.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math
[zhoukangyang's solution](#)

1164.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: dp, probabilities
[zhoukangyang's solution](#)

1165.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[zhoukangyang's solution](#)

1166.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees
[zhoukangyang's solution](#)

1167.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: flows
[zhoukangyang's solution](#)

1168.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-19 · last AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
[zhoukangyang's solution](#)

1169.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dp,

games, two pointers

[zhoukangyang's solution](#)

1170.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: bitmasks, games, math, matrices

[zhoukangyang's solution](#)

1171.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2021-04-16 · last AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[zhoukangyang's solution](#)

1172.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[zhoukangyang's solution](#)

1173.

995F

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

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[zhoukangyang's solution](#)

1174.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

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1175.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[zhoukangyang's solution](#)

1176.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[zhoukangyang's solution](#)

1177.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[zhoukangyang's solution](#)

1178.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[zhoukangyang's solution](#)

1179.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry, trees

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1180.

780G

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Quality: 707 global accepts · Rating: 2700 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dp
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1181.

578D

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Quality: 961 global accepts · Rating: 2700 · first AC: 2021-02-13 · last AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dp, greedy
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1182.

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, implementation, math
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1183.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, games
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1184.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities
[zhoukangyang's solution](#)

1185.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[zhoukangyang's solution](#)

1186.

455D

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Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[zhoukangyang's solution](#)

1187.

1270G

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Quality: 2,961 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[zhoukangyang's solution](#)

1188.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: dp, matrices
[zhoukangyang's solution](#)

1189.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[zhoukangyang's solution](#)

1190.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: binary search, data structures

[zhoukangyang's solution](#)

1191.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zhoukangyang's solution](#)

1192.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2020-12-18 · last AC: 2021-02-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[zhoukangyang's solution](#)

1193.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[zhoukangyang's solution](#)

1194.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[zhoukangyang's solution](#)

1195.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1196.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures, graphs

[zhoukangyang's solution](#)

1197.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[zhoukangyang's solution](#)

1198.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[zhoukangyang's solution](#)

1199.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[zhoukangyang's solution](#)

1200.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[zhoukangyang's solution](#)

1201.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: fft, math, strings

[zhoukangyang's solution](#)

1202.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[zhoukangyang's solution](#)

1203.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: flows, math

[zhoukangyang's solution](#)

1204.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, flows, graphs

[zhoukangyang's solution](#)

1205.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2021-01-14 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[zhoukangyang's solution](#)

1206.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1207.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[zhoukangyang's solution](#)

1208.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[zhoukangyang's solution](#)

1209.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: math, matrices

[zhoukangyang's solution](#)

1210.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zhoukangyang's solution](#)

1211.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: data structures, trees

[zhoukangyang's solution](#)

1212.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[zhoukangyang's solution](#)

1213.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: binary search, hashing, string suffix structures
[zhoukangyang's solution](#)

1214.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees
[zhoukangyang's solution](#)

1215.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[zhoukangyang's solution](#)

1216.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[zhoukangyang's solution](#)

1217.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[zhoukangyang's solution](#)

1218.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: data structures
[zhoukangyang's solution](#)

1219.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graph matchings
[zhoukangyang's solution](#)

1220.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees
[zhoukangyang's solution](#)

1221.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: flows, graphs
[zhoukangyang's solution](#)

1222.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[zhoukangyang's solution](#)

1223.

98E

[Help Shrek and Donkey · Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities
[zhoukangyang's solution](#)

1224.

800D

[Varying Kibibits · Tutorial](#)

Rating: 2700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: combinatorics, dp
[zhoukangyang's solution](#)

1225.

772D

[Varying Kibibits · Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: bitmasks, dp
[zhoukangyang's solution](#)

1226.

383E

[Vowels · Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp
[zhoukangyang's solution](#)

1227.

1421E

[Swedish Heroes · Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[zhoukangyang's solution](#)

1228.

1408G

[Clusterization Counting · Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[zhoukangyang's solution](#)

1229.

235C

[Cyclical Quest · Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[zhoukangyang's solution](#)

1230.

2127F

[Hamed and AghaBalaSar · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[zhoukangyang's solution](#)

1231.

2097D

[Homework · Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices
[zhoukangyang's solution](#)

1232.

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
[zhoukangyang's solution](#)

1233.

2052I

[Incompetent Delivery Guy · Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[zhoukangyang's solution](#)

1234.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[zhoukangyang's solution](#)

1235.

2052K

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

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1236.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[zhoukangyang's solution](#)

1237.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zhoukangyang's solution](#)

1238.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · last AC: 2024-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[zhoukangyang's solution](#)

1239.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[zhoukangyang's solution](#)

1240.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1241.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

1242.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[zhoukangyang's solution](#)

1243.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1244.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1245.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[zhoukangyang's solution](#)

1246.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[zhoukangyang's solution](#)

1247.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[zhoukangyang's solution](#)

1248.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[zhoukangyang's solution](#)

1249.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[zhoukangyang's solution](#)

1250.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zhoukangyang's solution](#)

1251.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[zhoukangyang's solution](#)

1252.

1842G

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Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zhoukangyang's solution](#)

1253.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[zhoukangyang's solution](#)

1254.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities

[zhoukangyang's solution](#)

1255.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zhoukangyang's solution](#)

1256.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[zhoukangyang's solution](#)

1257.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[zhoukangyang's solution](#)

1258.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhoukangyang's solution](#)

1259.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory

[zhoukangyang's solution](#)

1260.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[zhoukangyang's solution](#)

1261.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[zhoukangyang's solution](#)

1262.

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[zhoukangyang's solution](#)

1263.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[zhoukangyang's solution](#)

1264.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[zhoukangyang's solution](#)

1265.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhoukangyang's solution](#)

1266.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhoukangyang's solution](#)

1267.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zhoukangyang's solution](#)

1268.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[zhoukangyang's solution](#)

1269.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities

[zhoukangyang's solution](#)

1270.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zhoukangyang's solution](#)

1271.

1608E

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

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[zhoukangyang's solution](#)

1272.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[zhoukangyang's solution](#)

1273.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

1274.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

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1275.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[zhoukangyang's solution](#)

1276.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, strings

[zhoukangyang's solution](#)

1277.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[zhoukangyang's solution](#)

1278.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[zhoukangyang's solution](#)

1279.

1365G

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Quality: 1,415 global accepts · Rating: 2800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[zhoukangyang's solution](#)

1280.

1404D

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Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[zhoukangyang's solution](#)

1281.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[zhoukangyang's solution](#)

1282.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[zhoukangyang's solution](#)

1283.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[zhoukangyang's solution](#)

1284.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1285.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[zhoukangyang's solution](#)

1286.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: flows

[zhoukangyang's solution](#)

1287.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[zhoukangyang's solution](#)

1288.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dp

[zhoukangyang's solution](#)

1289.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dsu, implementation

[zhoukangyang's solution](#)

1290.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[zhoukangyang's solution](#)

1291.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-15 · last AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[zhoukangyang's solution](#)

1292.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: greedy

[zhoukangyang's solution](#)

1293.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[zhoukangyang's solution](#)

1294.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: games, math

[zhoukangyang's solution](#)

1295.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2020-11-25 · last AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[zhoukangyang's solution](#)

1296.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[zhoukangyang's solution](#)

1297.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math
[zhoukangyang's solution](#)

1298.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[zhoukangyang's solution](#)

1299.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation
[zhoukangyang's solution](#)

1300.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy
[zhoukangyang's solution](#)

1301.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees
[zhoukangyang's solution](#)

1302.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dp, math
[zhoukangyang's solution](#)

1303.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: math
[zhoukangyang's solution](#)

1304.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[zhoukangyang's solution](#)

1305.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2020-08-08 · last AC: 2020-08-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[zhoukangyang's solution](#)

1306.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation
[zhoukangyang's solution](#)

1307.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[zhoukangyang's solution](#)

1308.

2062F

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

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

1309.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1310.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[zhoukangyang's solution](#)

1311.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[zhoukangyang's solution](#)

1312.

1987G1

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

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[zhoukangyang's solution](#)

1313.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zhoukangyang's solution](#)

1314.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zhoukangyang's solution](#)

1315.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[zhoukangyang's solution](#)

1316.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[zhoukangyang's solution](#)

1317.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[zhoukangyang's solution](#)

1318.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[zhoukangyang's solution](#)

1319.

1835D

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

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[zhoukangyang's solution](#)

1320.

1705F

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

Quality: 695 global accepts · Rating: 2900 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[zhoukangyang's solution](#)

1321.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer
[zhoukangyang's solution](#)

1322.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings
[zhoukangyang's solution](#)

1323.

1796F

[Strange Triples](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[zhoukangyang's solution](#)

1324.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs
[zhoukangyang's solution](#)

1325.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[zhoukangyang's solution](#)

1326.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

1327.

1764G1

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

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[zhoukangyang's solution](#)

1328.

1738G

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

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhoukangyang's solution](#)

1329.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-10-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

[zhoukangyang's solution](#)

1330.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhoukangyang's solution](#)

1331.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[zhoukangyang's solution](#)

1332.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[zhoukangyang's solution](#)

1333.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[zhoukangyang's solution](#)

1334.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1335.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[zhoukangyang's solution](#)

1336.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zhoukangyang's solution](#)

1337.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, matrices
[zhoukangyang's solution](#)

1338.

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry
[zhoukangyang's solution](#)

1339.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zhoukangyang's solution](#)

1340.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[zhoukangyang's solution](#)

1341.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[zhoukangyang's solution](#)

1342.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu
[zhoukangyang's solution](#)

1343.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[zhoukangyang's solution](#)

1344.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[zhoukangyang's solution](#)

1345.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhoukangyang's solution](#)

1346.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[zhoukangyang's solution](#)

1347.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

1348.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[zhoukangyang's solution](#)

1349.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[zhoukangyang's solution](#)

1350.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[zhoukangyang's solution](#)

1351.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1352.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[zhoukangyang's solution](#)

1353.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[zhoukangyang's solution](#)

1354.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[zhoukangyang's solution](#)

1355.

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhoukangyang's solution](#)

1356.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-05-26 · last AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zhoukangyang's solution](#)

1357.

1528E

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

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[zhoukangyang's solution](#)

1358.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, greedy,

math

[zhoukangyang's solution](#)

1359.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[zhoukangyang's solution](#)

1360.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[zhoukangyang's solution](#)

1361.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, math, probabilities

[zhoukangyang's solution](#)

1362.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle

[zhoukangyang's solution](#)

1363.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zhoukangyang's solution](#)

1364.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[zhoukangyang's solution](#)

1365.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[zhoukangyang's solution](#)

1366.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[zhoukangyang's solution](#)

1367.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[zhoukangyang's solution](#)

1368.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: bitmasks

[zhoukangyang's solution](#)

1369.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[zhoukangyang's solution](#)

1370.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-01-13 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[zhoukangyang's solution](#)

1371.

1266F

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

Quality: 377 global accepts · Rating: 2900 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[zhoukangyang's solution](#)

1372.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-17 · last AC: 2020-12-17 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[zhoukangyang's solution](#)

1373.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

1374.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices

[zhoukangyang's solution](#)

1375.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory

[zhoukangyang's solution](#)

1376.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[zhoukangyang's solution](#)

1377.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[zhoukangyang's solution](#)

1378.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, data structures, flows

[zhoukangyang's solution](#)

1379.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: flows

[zhoukangyang's solution](#)

1380.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[zhoukangyang's solution](#)

1381.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: flows, graph matchings
[zhoukangyang's solution](#)

1382.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: flows
[zhoukangyang's solution](#)

1383.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows
[zhoukangyang's solution](#)

1384.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[zhoukangyang's solution](#)

1385.

512D

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

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dp, trees
[zhoukangyang's solution](#)

1386.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: binary search, greedy
[zhoukangyang's solution](#)

1387.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: dp, greedy, math
[zhoukangyang's solution](#)

1388.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: dp, greedy
[zhoukangyang's solution](#)

1389.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: dsu
[zhoukangyang's solution](#)

1390.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-27 · last AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[zhoukangyang's solution](#)

1391.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[zhoukangyang's solution](#)

1392.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

1393.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zhoukangyang's solution](#)

1394.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[zhoukangyang's solution](#)

1395.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[zhoukangyang's solution](#)

1396.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhoukangyang's solution](#)

1397.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[zhoukangyang's solution](#)

1398.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhoukangyang's solution](#)

1399.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[zhoukangyang's solution](#)

1400.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2023-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[zhoukangyang's solution](#)

1401.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees
[zhoukangyang's solution](#)

1402.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[zhoukangyang's solution](#)

1403.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[zhoukangyang's solution](#)

1404.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[zhoukangyang's solution](#)

1405.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, sortings, trees
[zhoukangyang's solution](#)

1406.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[zhoukangyang's solution](#)

1407.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees
[zhoukangyang's solution](#)

1408.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees
[zhoukangyang's solution](#)

1409.

1787G

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

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, trees
[zhoukangyang's solution](#)

1410.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[zhoukangyang's solution](#)

1411.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[zhoukangyang's solution](#)

1412.

1764G2

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

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[zhoukangyang's solution](#)

1413.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3000 · first AC: 2021-12-16 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[zhoukangyang's solution](#)

1414.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, games, graphs, trees
[zhoukangyang's solution](#)

1415.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive
[zhoukangyang's solution](#)

1416.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
[zhoukangyang's solution](#)

1417.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[zhoukangyang's solution](#)

1418.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[zhoukangyang's solution](#)

1419.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhoukangyang's solution](#)

1420.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar
[zhoukangyang's solution](#)

1421.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[zhoukangyang's solution](#)

1422.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[zhoukangyang's solution](#)

1423.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[zhoukangyang's solution](#)

1424.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[zhoukangyang's solution](#)

1425.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[zhoukangyang's solution](#)

1426.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[zhoukangyang's solution](#)

1427.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · last AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[zhoukangyang's solution](#)

1428.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[zhoukangyang's solution](#)

1429.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[zhoukangyang's solution](#)

1430.

1586G

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

Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[zhoukangyang's solution](#)

1431.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[zhoukangyang's solution](#)

1432.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[zhoukangyang's solution](#)

1433.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[zhoukangyang's solution](#)

1434.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[zhoukangyang's solution](#)

1435.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[zhoukangyang's solution](#)

1436.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[zhoukangyang's solution](#)

1437.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[zhoukangyang's solution](#)

1438.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[zhoukangyang's solution](#)

1439.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, geometry, graphs

[zhoukangyang's solution](#)

1440.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[zhoukangyang's solution](#)

1441.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zhoukangyang's solution](#)

1442.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[zhoukangyang's solution](#)

1443.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2020-11-12 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[zhoukangyang's solution](#)

1444.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[zhoukangyang's solution](#)

1445.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[zhoukangyang's solution](#)

1446.

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: dp, implementation, math

[zhoukangyang's solution](#)

1447.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: divide and conquer, two pointers

[zhoukangyang's solution](#)

1448.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[zhoukangyang's solution](#)

1449.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-12-06 · last AC: 2020-12-07 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[zhoukangyang's solution](#)

1450.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[zhoukangyang's solution](#)

1451.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[zhoukangyang's solution](#)

1452.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[zhoukangyang's solution](#)

1453.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[zhoukangyang's solution](#)

1454.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-11-09 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[zhoukangyang's solution](#)

1455.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1456.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[zhoukangyang's solution](#)

1457.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: data structures, strings

[zhoukangyang's solution](#)

1458.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-18 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: dp, greedy

[zhoukangyang's solution](#)

1459.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[zhoukangyang's solution](#)

1460.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[zhoukangyang's solution](#)

1461.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[zhoukangyang's solution](#)

1462.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[zhoukangyang's solution](#)

1463.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[zhoukangyang's solution](#)

1464.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-10-12 · last AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zhoukangyang's solution](#)

1465.

1967E1

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

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[zhoukangyang's solution](#)

1466.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[zhoukangyang's solution](#)

1467.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[zhoukangyang's solution](#)

1468.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zhoukangyang's solution](#)

1469.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[zhoukangyang's solution](#)

1470.

1930G

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

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[zhoukangyang's solution](#)

1471.

1924E

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

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities

[zhoukangyang's solution](#)

1472.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[zhoukangyang's solution](#)

1473.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[zhoukangyang's solution](#)

1474.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[zhoukangyang's solution](#)

1475.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[zhoukangyang's solution](#)

1476.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[zhoukangyang's solution](#)

1477.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, strings

[zhoukangyang's solution](#)

1478.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, games

[zhoukangyang's solution](#)

1479.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-12-13 · last AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1480.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zhoukangyang's solution](#)

1481.

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[zhoukangyang's solution](#)

1482.

1740G

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

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[zhoukangyang's solution](#)

1483.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[zhoukangyang's solution](#)

1484.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy

[zhoukangyang's solution](#)

1485.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[zhoukangyang's solution](#)

1486.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhoukangyang's solution](#)

1487.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[zhoukangyang's solution](#)

1488.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-04-27 · last AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[zhoukangyang's solution](#)

1489.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[zhoukangyang's solution](#)

1490.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[zhoukangyang's solution](#)

1491.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[zhoukangyang's solution](#)

1492.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1493.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[zhoukangyang's solution](#)

1494.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

1495.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math

[zhoukangyang's solution](#)

1496.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[zhoukangyang's solution](#)

1497.

1229E1

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

Rating: 3100 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[zhoukangyang's solution](#)

1498.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[zhoukangyang's solution](#)

1499.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1500.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[zhoukangyang's solution](#)

1501.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, math

[zhoukangyang's solution](#)

1502.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[zhoukangyang's solution](#)

1503.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-04 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1504.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[zhoukangyang's solution](#)

1505.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math
[zhoukangyang's solution](#)

1506.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: data structures, dsu
[zhoukangyang's solution](#)

1507.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft
[zhoukangyang's solution](#)

1508.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees
[zhoukangyang's solution](#)

1509.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[zhoukangyang's solution](#)

1510.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-31 · last AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, two pointers
[zhoukangyang's solution](#)

1511.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: dp
[zhoukangyang's solution](#)

1512.

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: fft, math, matrices
[zhoukangyang's solution](#)

1513.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: math, number theory
[zhoukangyang's solution](#)

1514.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · last AC: 2020-12-20 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[zhoukangyang's solution](#)

1515.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[zhoukangyang's solution](#)

1516.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[zhoukangyang's solution](#)

1517.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths

[zhoukangyang's solution](#)

1518.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: flows, greedy

[zhoukangyang's solution](#)

1519.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[zhoukangyang's solution](#)

1520.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[zhoukangyang's solution](#)

1521.

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[zhoukangyang's solution](#)

1522.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[zhoukangyang's solution](#)

1523.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

[zhoukangyang's solution](#)

1524.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[zhoukangyang's solution](#)

1525.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices
[zhoukangyang's solution](#)

1526.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[zhoukangyang's solution](#)

1527.

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[zhoukangyang's solution](#)

1528.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, probabilities, trees
[zhoukangyang's solution](#)

1529.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zhoukangyang's solution](#)

1530.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[zhoukangyang's solution](#)

1531.

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[zhoukangyang's solution](#)

1532.

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees
[zhoukangyang's solution](#)

1533.

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math
[zhoukangyang's solution](#)

1534.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive
[zhoukangyang's solution](#)

1535.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[zhoukangyang's solution](#)

1536.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: games

[zhoukangyang's solution](#)

1537.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: flows

[zhoukangyang's solution](#)

1538.

1704H1

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

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[zhoukangyang's solution](#)

1539.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: strings, two pointers

[zhoukangyang's solution](#)

1540.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[zhoukangyang's solution](#)

1541.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[zhoukangyang's solution](#)

1542.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[zhoukangyang's solution](#)

1543.

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[zhoukangyang's solution](#)

1544.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[zhoukangyang's solution](#)

1545.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[zhoukangyang's solution](#)

1546.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[zhoukangyang's solution](#)

1547.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[zhoukangyang's solution](#)

1548.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[zhoukangyang's solution](#)

1549.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zhoukangyang's solution](#)

1550.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[zhoukangyang's solution](#)

1551.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[zhoukangyang's solution](#)

1552.

1588E

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

Rating: 3200 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[zhoukangyang's solution](#)

1553.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhoukangyang's solution](#)

1554.

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[zhoukangyang's solution](#)

1555.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1556.

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive
[zhoukangyang's solution](#)

1557.

1229E2

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

Rating: 3200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities
[zhoukangyang's solution](#)

1558.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings
[zhoukangyang's solution](#)

1559.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive
[zhoukangyang's solution](#)

1560.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[zhoukangyang's solution](#)

1561.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[zhoukangyang's solution](#)

1562.

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math
[zhoukangyang's solution](#)

1563.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: matrices, trees
[zhoukangyang's solution](#)

1564.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[zhoukangyang's solution](#)

1565.

1408I

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Quality: 201 global accepts · Rating: 3200 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
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1566.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[zhoukangyang's solution](#)

1567.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[zhoukangyang's solution](#)

1568.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-26 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[zhoukangyang's solution](#)

1569.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-03-23 · last AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[zhoukangyang's solution](#)

1570.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zhoukangyang's solution](#)

1571.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: graph matchings, strings
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1572.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-02-28 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
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1573.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities
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1574.

643G

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Quality: 1,161 global accepts · Rating: 3200 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: data structures
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1575.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: fft, math
[zhoukangyang's solution](#)

1576.

755G

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Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-11-12 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
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1577.

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs
[zhoukangyang's solution](#)

1578.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees
[zhoukangyang's solution](#)

1579.

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, math
[zhoukangyang's solution](#)

1580.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: data structures, string suffix structures
[zhoukangyang's solution](#)

1581.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[zhoukangyang's solution](#)

1582.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[zhoukangyang's solution](#)

1583.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[zhoukangyang's solution](#)

1584.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[zhoukangyang's solution](#)

1585.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[zhoukangyang's solution](#)

1586.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory
[zhoukangyang's solution](#)

1587.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, geometry
[zhoukangyang's solution](#)

1588.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
[zhoukangyang's solution](#)

1589.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities
[zhoukangyang's solution](#)

1590.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[zhoukangyang's solution](#)

1591.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1592.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[zhoukangyang's solution](#)

1593.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zhoukangyang's solution](#)

1594.

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers
[zhoukangyang's solution](#)

1595.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[zhoukangyang's solution](#)

1596.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[zhoukangyang's solution](#)

1597.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix

structures, strings

[zhoukangyang's solution](#)

1598.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[zhoukangyang's solution](#)

1599.

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

[zhoukangyang's solution](#)

1600.

1740H

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

Quality: 317 global accepts · Rating: 3300 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zhoukangyang's solution](#)

1601.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[zhoukangyang's solution](#)

1602.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhoukangyang's solution](#)

1603.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · last AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[zhoukangyang's solution](#)

1604.

1726G

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[zhoukangyang's solution](#)

1605.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[zhoukangyang's solution](#)

1606.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math

[zhoukangyang's solution](#)

1607.

1060H

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

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1608.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[zhoukangyang's solution](#)

1609.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[zhoukangyang's solution](#)

1610.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math

[zhoukangyang's solution](#)

1611.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing

[zhoukangyang's solution](#)

1612.

1466H

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

Quality: 489 global accepts · Rating: 3300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[zhoukangyang's solution](#)

1613.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1614.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[zhoukangyang's solution](#)

1615.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[zhoukangyang's solution](#)

1616.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1617.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[zhoukangyang's solution](#)

1618.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[zhoukangyang's solution](#)**1619.**

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[zhoukangyang's solution](#)**1620.**

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[zhoukangyang's solution](#)**1621.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[zhoukangyang's solution](#)**1622.**

1558F

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Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[zhoukangyang's solution](#)**1623.**

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[zhoukangyang's solution](#)**1624.**

582D

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Quality: 739 global accepts · Rating: 3300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[zhoukangyang's solution](#)**1625.**

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[zhoukangyang's solution](#)**1626.**

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[zhoukangyang's solution](#)**1627.**

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)**1628.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings
[zhoukangyang's solution](#)

1629.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, fft, math
[zhoukangyang's solution](#)

1630.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[zhoukangyang's solution](#)

1631.

1427G

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

Quality: 497 global accepts · Rating: 3300 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[zhoukangyang's solution](#)

1632.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs
[zhoukangyang's solution](#)

1633.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures
[zhoukangyang's solution](#)

1634.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures, flows, greedy
[zhoukangyang's solution](#)

1635.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math
[zhoukangyang's solution](#)

1636.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-11-27 · last AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[zhoukangyang's solution](#)

1637.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-11-23 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[zhoukangyang's solution](#)

1638.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2020-11-18 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[zhoukangyang's solution](#)

1639.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[zhoukangyang's solution](#)

1640.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy
[zhoukangyang's solution](#)

1641.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[zhoukangyang's solution](#)

1642.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math

[zhoukangyang's solution](#)

1643.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhoukangyang's solution](#)

1644.

1827E

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Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[zhoukangyang's solution](#)

1645.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, greedy

[zhoukangyang's solution](#)

1646.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[zhoukangyang's solution](#)

1647.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, two pointers

[zhoukangyang's solution](#)

1648.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-11-28 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1649.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhoukangyang's solution](#)

1650.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, trees

[zhoukangyang's solution](#)

1651.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[zhoukangyang's solution](#)

1652.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-06-23 · last AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[zhoukangyang's solution](#)

1653.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[zhoukangyang's solution](#)

1654.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhoukangyang's solution](#)

1655.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[zhoukangyang's solution](#)

1656.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[zhoukangyang's solution](#)

1657.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

1658.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, interactive

[zhoukangyang's solution](#)

1659.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math,

meet-in-the-middle

[zhoukangyang's solution](#)

1660.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[zhoukangyang's solution](#)

1661.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

1662.

1548E

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

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[zhoukangyang's solution](#)

1663.

1552I

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[zhoukangyang's solution](#)

1664.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[zhoukangyang's solution](#)

1665.

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math

[zhoukangyang's solution](#)

1666.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[zhoukangyang's solution](#)

1667.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-19 · last AC: 2021-05-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[zhoukangyang's solution](#)

1668.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zhoukangyang's solution](#)

1669.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-03-22 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[zhoukangyang's solution](#)

1670.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1671.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: fft, graphs, trees

[zhoukangyang's solution](#)

1672.

773F

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

Quality: 218 global accepts · Rating: 3400 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[zhoukangyang's solution](#)

1673.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[zhoukangyang's solution](#)

1674.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[zhoukangyang's solution](#)

1675.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[zhoukangyang's solution](#)

1676.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[zhoukangyang's solution](#)

1677.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zhoukangyang's solution](#)

1678.

2084G2

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

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

1679.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zhoukangyang's solution](#)

1680.

2062G

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

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, geometry, graph matchings, graphs

[zhoukangyang's solution](#)

1681.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[zhoukangyang's solution](#)

1682.

2052C

[Cactus without Bridges](#) · [Tutorial](#)

Quality: 58 global accepts · Rating: 3500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zhoukangyang's solution](#)

1683.

2052H

[Hunting Hoglins in Hogwarts](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[zhoukangyang's solution](#)

1684.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zhoukangyang's solution](#)

1685.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zhoukangyang's solution](#)

1686.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[zhoukangyang's solution](#)

1687.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[zhoukangyang's solution](#)

1688.

2039G

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

Quality: 82 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zhoukangyang's solution](#)

1689.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zhoukangyang's solution](#)

1690.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[zhoukangyang's solution](#)

1691.

1991I

[Grid Game](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, graph matchings, greedy, interactive

[zhoukangyang's solution](#)

1692.

1987G2

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

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[zhoukangyang's solution](#)

1693.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[zhoukangyang's solution](#)

1694.

1967E2

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

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zhoukangyang's solution](#)

1695.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1696.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, trees

[zhoukangyang's solution](#)

1697.

1943F

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

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1698.

1938A

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

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1699.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1700.

1924F

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

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[zhoukangyang's solution](#)

1701.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[zhoukangyang's solution](#)

1702.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3500 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[zhoukangyang's solution](#)

1703.

1909H

[Parallel Swaps Sort](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[zhoukangyang's solution](#)

1704.

1276E

[Four Stones](#) · [Tutorial](#)

Quality: 123 global accepts · Rating: 3500 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1705.

1896H2

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

Quality: 142 global accepts · Rating: 3500 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[zhoukangyang's solution](#)

1706.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[zhoukangyang's solution](#)

1707.

1889E

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

Quality: 175 global accepts · Rating: 3500 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[zhoukangyang's solution](#)

1708.

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, trees

[zhoukangyang's solution](#)

1709.

1876F

[Indefinite Clownfish](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[zhoukangyang's solution](#)

1710.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[zhoukangyang's solution](#)

1711.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1712.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, trees

[zhoukangyang's solution](#)

1713.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2023-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zhoukangyang's solution](#)

1714.

1854F

[Mark and Spaceship](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[zhoukangyang's solution](#)

1715.

1842I

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

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[zhoukangyang's solution](#)

1716.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3500 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[zhoukangyang's solution](#)

1717.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[zhoukangyang's solution](#)

1718.

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[zhoukangyang's solution](#)

1719.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[zhoukangyang's solution](#)

1720.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[zhoukangyang's solution](#)

1721.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[zhoukangyang's solution](#)

1722.

1503F

[Balance the Cards](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation

[zhoukangyang's solution](#)

1723.

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1724.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, meet-in-the-middle

[zhoukangyang's solution](#)

1725.

1774H

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

Quality: 155 global accepts · Rating: 3500 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1726.

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[zhoukangyang's solution](#)

1727.

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhoukangyang's solution](#)

1728.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1729.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[zhoukangyang's solution](#)

1730.

1685D2

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

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zhoukangyang's solution](#)

1731.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[zhoukangyang's solution](#)

1732.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[zhoukangyang's solution](#)

1733.

1704H2

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

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[zhoukangyang's solution](#)

1734.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[zhoukangyang's solution](#)

1735.

1687F

[Koishi's Unconscious Permutation](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[zhoukangyang's solution](#)

1736.

1677F

[Tokitsukaze and Gems](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhoukangyang's solution](#)

1737.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[zhoukangyang's solution](#)

1738.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: games

[zhoukangyang's solution](#)

1739.

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[zhoukangyang's solution](#)

1740.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1741.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1742.

1292E

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

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[zhoukangyang's solution](#)

1743.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[zhoukangyang's solution](#)

1744.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[zhoukangyang's solution](#)

1745.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3500 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zhoukangyang's solution](#)

1746.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1747.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2022-02-18 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[zhoukangyang's solution](#)

1748.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 3500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1749.

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, probabilities

[zhoukangyang's solution](#)

1750.

1110H

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

Quality: 435 global accepts · Rating: 3500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zhoukangyang's solution](#)

1751.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[zhoukangyang's solution](#)

1752.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhoukangyang's solution](#)

1753.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zhoukangyang's solution](#)

1754.

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[zhoukangyang's solution](#)

1755.

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 3500 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[zhoukangyang's solution](#)

1756.

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 3500 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[zhoukangyang's solution](#)

1757.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[zhoukangyang's solution](#)

1758.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3500 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[zhoukangyang's solution](#)

1759.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[zhoukangyang's solution](#)

1760.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[zhoukangyang's solution](#)

1761.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zhoukangyang's solution](#)

1762.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[zhoukangyang's solution](#)

1763.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3500 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zhoukangyang's solution](#)

1764.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zhoukangyang's solution](#)

1765.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zhoukangyang's solution](#)

1766.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1767.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[zhoukangyang's solution](#)

1768.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[zhoukangyang's solution](#)

1769.

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zhoukangyang's solution](#)

1770.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zhoukangyang's solution](#)

1771.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zhoukangyang's solution](#)

1772.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[zhoukangyang's solution](#)

1773.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures,

sortings

[zhoukangyang's solution](#)

1774.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[zhoukangyang's solution](#)

1775.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-03-09 · last AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[zhoukangyang's solution](#)

1776.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[zhoukangyang's solution](#)

1777.

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[zhoukangyang's solution](#)

1778.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[zhoukangyang's solution](#)

1779.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[zhoukangyang's solution](#)

1780.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —

[zhoukangyang's solution](#)

1781.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: data structures

[zhoukangyang's solution](#)

1782.

1305G

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

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[zhoukangyang's solution](#)

1783.

102979K

[Knowledge Is...](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1784.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1785.

101173I

[Invisible Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1786.

103469K

[K-onstruction](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1787.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1788.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1789.

104022C

[Lucky Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1790.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1791.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1792.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1793.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1794.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1795.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1796.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1797.

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1798.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1799.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1800.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1801.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1802.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1803.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1804.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1805.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1806.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1807.

104023E

[Python Will be Faster than C++](#) · Tutorial

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1808.

104053A

[Alice and Her Lost Cat](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1809.

104053F

[Equations](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1810.

104053D

[Digits](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1811.

104053K

[Middle Point Graph](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1812.

104053B

[Ayano and sequences](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1813.

104053J

[Math Exam](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1814.

104053M

[XOR Sum](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1815.

104053I

[Infection](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1816.

104053H

[GameX](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1817.

104053C

[Customs Controls 2](#) · Tutorial

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1818.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1819.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1820.

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1821.

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1822.

103466D

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1823.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1824.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1825.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1826.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1827.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1828.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1829.

102586G

[Matrix Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1830.

100801I

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

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1831.

103102C

[3-colorings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1832.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1833.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1834.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1835.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1836.

103102I

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

Rating: — · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1837.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-09-17 · last AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[zhoukangyang's solution](#)

1838.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[zhoukangyang's solution](#)

1839.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-08-04 · last AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[zhoukangyang's solution](#)

1840.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[zhoukangyang's solution](#)

1841.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[zhoukangyang's solution](#)

1842.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zhoukangyang's solution](#)

1843.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[zhoukangyang's solution](#)

1844.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[zhoukangyang's solution](#)

1845.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zhoukangyang's solution](#)

1846.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[zhoukangyang's solution](#)

1847.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[zhoukangyang's solution](#)

1848.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[zhoukangyang's solution](#)

1849.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zhoukangyang's solution](#)

1850.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[zhoukangyang's solution](#)

1851.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1852.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1853.

103687D

[The Profiteer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1854.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1855.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1856.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1857.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1858.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1859.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1860.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[zhoukangyang's solution](#)

1861.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1862.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1863.

101630H

[Hack](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1864.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[zhoukangyang's solution](#)

1865.

101630K

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