

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — zhouzizhe

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

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

Filters: none

Count: 379

- 1.**
1978B
[New Bakery](#) · [Tutorial](#)
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search
[zhouzizhe's solution](#)
- 2.**
1978A
[Alice and Books](#) · [Tutorial](#)
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[zhouzizhe's solution](#)
- 3.**
1916A
[2023](#) · [Tutorial](#)
Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[zhouzizhe's solution](#)
- 4.**
1864A
[Increasing and Decreasing](#) · [Tutorial](#)
Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zhouzizhe's solution](#)
- 5.**
1846B
[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)
Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[zhouzizhe's solution](#)
- 6.**
1846A
[Rudolph and Cut the Rope](#) · [Tutorial](#)
Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[zhouzizhe's solution](#)
- 7.**
1839A
[The Good Array](#) · [Tutorial](#)
Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[zhouzizhe's solution](#)
- 8.**
1786A2
[Alternating Deck \(hard version\)](#) · [Tutorial](#)
Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zhouzizhe's solution](#)
- 9.**
1786A1
[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)
Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zhouzizhe's solution](#)

10.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-28 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zhouzizhe's solution](#)

11.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[zhouzizhe's solution](#)

12.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[zhouzizhe's solution](#)

13.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zhouzizhe's solution](#)

14.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[zhouzizhe's solution](#)

15.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhouzizhe's solution](#)

16.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[zhouzizhe's solution](#)

17.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhouzizhe's solution](#)

18.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhouzizhe's solution](#)

19.

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[zhouzizhe's solution](#)

20.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhouzizhe's solution](#)

21.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhouzizhe's solution](#)

22.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-01-21 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhouzizhe's solution](#)

23.

1478A

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

Quality: 28,014 global accepts · Rating: 800 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zhouzizhe's solution](#)

24.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,925 global accepts · Rating: 800 · first AC: 2022-12-28 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zhouzizhe's solution](#)

25.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhouzizhe's solution](#)

26.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,840 global accepts · Rating: 800 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[zhouzizhe's solution](#)

27.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,497 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhouzizhe's solution](#)

28.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhouzizhe's solution](#)

29.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhouzizhe's solution](#)

30.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-01 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zhouzizhe's solution](#)

31.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhouzizhe's solution](#)

32.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhouzizhe's solution](#)

33.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[zhouzizhe's solution](#)

34.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-12 · last AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[zhouzizhe's solution](#)

35.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhouzizhe's solution](#)

36.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-27 · last AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: strings

[zhouzizhe's solution](#)

37.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-27 · last AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[zhouzizhe's solution](#)

38.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,415 global accepts · Rating: 800 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[zhouzizhe's solution](#)

39.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,025 global accepts · Rating: 800 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zhouzizhe's solution](#)

40.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[zhouzizhe's solution](#)

41.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-28 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[zhouzizhe's solution](#)

42.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhouzizhe's solution](#)

43.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[zhouzizhe's solution](#)

44.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,268 global accepts · Rating: 900 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zhouzizhe's solution](#)

45.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zhouzizhe's solution](#)

46.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhouzizhe's solution](#)

47.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[zhouzizhe's solution](#)

48.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhouzizhe's solution](#)

49.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[zhouzizhe's solution](#)

50.

1786C

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

Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zhouzizhe's solution](#)

51.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[zhouzizhe's solution](#)

52.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zhouzizhe's solution](#)

53.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zhouzizhe's solution](#)

54.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[zhouzizhe's solution](#)

55.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[zhouzizhe's solution](#)

56.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhouzizhe's solution](#)

57.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,301 global accepts · Rating: 1000 · first AC: 2021-11-14 · last AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[zhouzizhe's solution](#)

58.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths
[zhouzizhe's solution](#)

59.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[zhouzizhe's solution](#)

60.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhouzizhe's solution](#)

61.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-15 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[zhouzizhe's solution](#)

62.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhouzizhe's solution](#)

63.

1797B

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

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhouzizhe's solution](#)

64.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhouzizhe's solution](#)

65.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zhouzizhe's solution](#)

66.

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[zhouzizhe's solution](#)

67.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[zhouzizhe's solution](#)

68.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[zhouzizhe's solution](#)

69.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zhouzizhe's solution](#)

70.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zhouzizhe's solution](#)

71.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zhouzizhe's solution](#)

72.

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[zhouzizhe's solution](#)

73.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[zhouzizhe's solution](#)

74.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[zhouzizhe's solution](#)

75.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[zhouzizhe's solution](#)

76.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[zhouzizhe's solution](#)

77.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[zhouzizhe's solution](#)

78.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zhouzizhe's solution](#)

79.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhouzizhe's solution](#)

80.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[zhouzizhe's solution](#)

81.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[zhouzizhe's solution](#)

82.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zhouzizhe's solution](#)

83.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zhouzizhe's solution](#)

84.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zhouzizhe's solution](#)

85.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-01 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zhouzizhe's solution](#)

86.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zhouzizhe's solution](#)

87.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhouzizhe's solution](#)

88.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhouzizhe's solution](#)

89.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[zhouzizhe's solution](#)

90.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[zhouzizhe's solution](#)

- 91.**
1864C
[Divisor Chain](#) · [Tutorial](#)
Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[zhouzizhe's solution](#)
- 92.**
1846E1
[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)
Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[zhouzizhe's solution](#)
- 93.**
1839C
[Insert Zero and Invert Prefix](#) · [Tutorial](#)
Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zhouzizhe's solution](#)
- 94.**
1786B
[Cake Assembly Line](#) · [Tutorial](#)
Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[zhouzizhe's solution](#)
- 95.**
1823C
[Strongly Composite](#) · [Tutorial](#)
Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-17 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[zhouzizhe's solution](#)
- 96.**
1826C
[Dreaming of Freedom](#) · [Tutorial](#)
Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[zhouzizhe's solution](#)
- 97.**
94B
[Friends](#) · [Tutorial](#)
Quality: 5,380 global accepts · Rating: 1300 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, math
[zhouzizhe's solution](#)
- 98.**
1753A1
[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)
Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zhouzizhe's solution](#)
- 99.**
1754C1
[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)
Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zhouzizhe's solution](#)
- 100.**
1176C
[Lose it!](#) · [Tutorial](#)
Quality: 15,099 global accepts · Rating: 1300 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[zhouzizhe's solution](#)

101.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zhouzizhe's solution](#)

102.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation
[zhouzizhe's solution](#)

103.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-10 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zhouzizhe's solution](#)

104.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[zhouzizhe's solution](#)

105.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhouzizhe's solution](#)

106.

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[zhouzizhe's solution](#)

107.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[zhouzizhe's solution](#)

108.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[zhouzizhe's solution](#)

109.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[zhouzizhe's solution](#)

110.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[zhouzizhe's solution](#)

111.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[zhouzizhe's solution](#)

112.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zhouzizhe's solution](#)

113.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · last AC: 2024-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[zhouzizhe's solution](#)

114.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[zhouzizhe's solution](#)

115.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[zhouzizhe's solution](#)

116.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zhouzizhe's solution](#)

117.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zhouzizhe's solution](#)

118.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zhouzizhe's solution](#)

119.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-02 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[zhouzizhe's solution](#)

120.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhouzizhe's solution](#)

121.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhouzizhe's solution](#)

122.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[zhouzizhe's solution](#)

123.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[zhouzizhe's solution](#)

124.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[zhouzizhe's solution](#)

125.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[zhouzizhe's solution](#)

126.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zhouzizhe's solution](#)

127.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2022-12-28 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zhouzizhe's solution](#)

128.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[zhouzizhe's solution](#)

129.

381C

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

Rating: 1600 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[zhouzizhe's solution](#)

130.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhouzizhe's solution](#)

131.

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhouzizhe's solution](#)

132.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zhouzizhe's solution](#)

133.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[zhouzizhe's solution](#)

134.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[zhouzizhe's solution](#)

135.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[zhouzizhe's solution](#)

136.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhouzizhe's solution](#)

137.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
[zhouzizhe's solution](#)

138.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[zhouzizhe's solution](#)

139.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhouzizhe's solution](#)

140.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[zhouzizhe's solution](#)

141.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[zhouzizhe's solution](#)

142.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy
[zhouzizhe's solution](#)

143.

214C

[Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[zhouzizhe's solution](#)

144.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers
[zhouzizhe's solution](#)

145.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[zhouzizhe's solution](#)

146.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[zhouzizhe's solution](#)

147.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2022-10-07 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[zhouzizhe's solution](#)

148.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[zhouzizhe's solution](#)

149.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[zhouzizhe's solution](#)

150.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2022-01-01 · last AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[zhouzizhe's solution](#)

151.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[zhouzizhe's solution](#)

152.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[zhouzizhe's solution](#)

153.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[zhouzizhe's solution](#)

154.

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[zhouzizhe's solution](#)

155.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[zhouzizhe's solution](#)

156.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zhouzizhe's solution](#)

157.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhouzizhe's solution](#)

158.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[zhouzizhe's solution](#)

159.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[zhouzizhe's solution](#)

160.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[zhouzizhe's solution](#)

161.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[zhouzizhe's solution](#)

162.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1800 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhouzizhe's solution](#)

163.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zhouzizhe's solution](#)

164.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhouzizhe's solution](#)

165.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-05-17 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[zhouzizhe's solution](#)

166.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[zhouzizhe's solution](#)

167.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[zhouzizhe's solution](#)

168.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[zhouzizhe's solution](#)

169.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[zhouzizhe's solution](#)

170.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[zhouzizhe's solution](#)

171.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zhouzizhe's solution](#)

172.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[zhouzizhe's solution](#)

173.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[zhouzizhe's solution](#)

174.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-22 · last AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[zhouzizhe's solution](#)

175.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[zhouzizhe's solution](#)

176.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhouzizhe's solution](#)

177.

94D

[End of Exams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhouzizhe's solution](#)

178.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhouzizhe's solution](#)

179.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhouzizhe's solution](#)

180.

214D

[Numbers](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zhouzizhe's solution](#)

181.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, trees

[zhouzizhe's solution](#)

182.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-10-19 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhouzizhe's solution](#)

183.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-02 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees
[zhouzizhe's solution](#)

184.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[zhouzizhe's solution](#)

185.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[zhouzizhe's solution](#)

186.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[zhouzizhe's solution](#)

187.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[zhouzizhe's solution](#)

188.

1828D1

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

Rating: 2000 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy
[zhouzizhe's solution](#)

189.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[zhouzizhe's solution](#)

190.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[zhouzizhe's solution](#)

191.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhouzizhe's solution](#)

192.

214E

[Relay Race](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhouzizhe's solution](#)

193.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[zhouzizhe's solution](#)

194.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[zhouzizhe's solution](#)

195.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[zhouzizhe's solution](#)

196.

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zhouzizhe's solution](#)

197.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[zhouzizhe's solution](#)

198.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[zhouzizhe's solution](#)

199.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[zhouzizhe's solution](#)

200.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-31 · last AC: 2024-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[zhouzizhe's solution](#)

201.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[zhouzizhe's solution](#)

202.

1077F2

[Pictures with Kittens \(hard version\) · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zhouzizhe's solution](#)

203.

1343E

[Weights Distributing · Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[zhouzizhe's solution](#)

204.

1787E

[The Harmonization of XOR · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zhouzizhe's solution](#)

205.

912D

[Fishes · Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[zhouzizhe's solution](#)

206.

1654D

[Potion Brewing Class · Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[zhouzizhe's solution](#)

207.

1446C

[Xor Tree · Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[zhouzizhe's solution](#)

208.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[zhouzizhe's solution](#)

209.

1252G

[Performance Review · Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2022-10-05 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhouzizhe's solution](#)

210.

1C

[Ancient Berland Circus · Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zhouzizhe's solution](#)

211.

343D

[Water Tree · Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[zhouzizhe's solution](#)

212.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zhouzizhe's solution](#)

213.

702E

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

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[zhouzizhe's solution](#)

214.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[zhouzizhe's solution](#)

215.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-06-15 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[zhouzizhe's solution](#)

216.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zhouzizhe's solution](#)

217.

559C

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

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zhouzizhe's solution](#)

218.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhouzizhe's solution](#)

219.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zhouzizhe's solution](#)

220.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[zhouzizhe's solution](#)

221.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[zhouzizhe's solution](#)

222.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[zhouzizhe's solution](#)

223.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zhouzizhe's solution](#)

224.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhouzizhe's solution](#)

225.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[zhouzizhe's solution](#)

226.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[zhouzizhe's solution](#)

227.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2024-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zhouzizhe's solution](#)

228.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[zhouzizhe's solution](#)

229.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[zhouzizhe's solution](#)

230.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zhouzizhe's solution](#)

231.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[zhouzizhe's solution](#)

232.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[zhouzizhe's solution](#)

233.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[zhouzizhe's solution](#)

234.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: games

[zhouzizhe's solution](#)

235.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[zhouzizhe's solution](#)

236.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[zhouzizhe's solution](#)

237.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-10 · last AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[zhouzizhe's solution](#)

238.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[zhouzizhe's solution](#)

239.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings

[zhouzizhe's solution](#)

240.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[zhouzizhe's solution](#)

241.

1245F

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

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zhouzizhe's solution](#)

242.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[zhouzizhe's solution](#)

243.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[zhouzizhe's solution](#)

244.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zhouzizhe's solution](#)

245.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zhouzizhe's solution](#)

246.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy

[zhouzizhe's solution](#)

247.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[zhouzizhe's solution](#)

248.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[zhouzizhe's solution](#)

249.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zhouzizhe's solution](#)

250.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhouzizhe's solution](#)

251.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zhouzizhe's solution](#)

252.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[zhouzizhe's solution](#)

253.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[zhouzizhe's solution](#)

254.

1828D2

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

Rating: 2400 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[zhouzizhe's solution](#)

255.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[zhouzizhe's solution](#)

256.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-08 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zhouzizhe's solution](#)

257.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[zhouzizhe's solution](#)

258.

1780E

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

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[zhouzizhe's solution](#)

259.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[zhouzizhe's solution](#)

260.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[zhouzizhe's solution](#)

261.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[zhouzizhe's solution](#)

262.

381D

[Sereja and Tree](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zhouzizhe's solution](#)

263.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers

[zhouzizhe's solution](#)

264.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zhouzizhe's solution](#)

265.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zhouzizhe's solution](#)

266.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[zhouzizhe's solution](#)

267.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-02 · last AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[zhouzizhe's solution](#)

268.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[zhouzizhe's solution](#)

269.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[zhouzizhe's solution](#)

270.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[zhouzizhe's solution](#)

271.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2022-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[zhouzizhe's solution](#)

272.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[zhouzizhe's solution](#)

273.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zhouzizhe's solution](#)

274.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[zhouzizhe's solution](#)

275.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[zhouzizhe's solution](#)

276.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory
[zhouzizhe's solution](#)

277.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[zhouzizhe's solution](#)

278.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zhouzizhe's solution](#)

279.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[zhouzizhe's solution](#)

280.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[zhouzizhe's solution](#)

281.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[zhouzizhe's solution](#)

282.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zhouzizhe's solution](#)

283.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu

[zhouzizhe's solution](#)

284.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[zhouzizhe's solution](#)

285.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhouzizhe's solution](#)

286.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[zhouzizhe's solution](#)

287.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-06-13 · last AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhouzizhe's solution](#)

288.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhouzizhe's solution](#)

289.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-17 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[zhouzizhe's solution](#)

290.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[zhouzizhe's solution](#)

291.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zhouzizhe's solution](#)

292.

94E

[Azembler](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zhouzizhe's solution](#)

293.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[zhouzizhe's solution](#)

294.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[zhouzizhe's solution](#)

295.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[zhouzizhe's solution](#)

296.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[zhouzizhe's solution](#)

297.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhouzizhe's solution](#)

298.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhouzizhe's solution](#)

299.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing

[zhouzizhe's solution](#)

300.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2024-06-22 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[zhouzizhe's solution](#)

301.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[zhouzizhe's solution](#)

302.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-06-13 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[zhouzizhe's solution](#)

303.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zhouzizhe's solution](#)

304.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[zhouzizhe's solution](#)

305.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zhouzizhe's solution](#)

306.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[zhouzizhe's solution](#)

307.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-19 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[zhouzizhe's solution](#)

308.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[zhouzizhe's solution](#)

309.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[zhouzizhe's solution](#)

310.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zhouzizhe's solution](#)

311.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[zhouzizhe's solution](#)

312.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[zhouzizhe's solution](#)

313.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2023-09-08 · last AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zhouzizhe's solution](#)

314.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[zhouzizhe's solution](#)

315.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-08 · last AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[zhouzizhe's solution](#)

316.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[zhouzizhe's solution](#)

317.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zhouzizhe's solution](#)

318.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[zhouzizhe's solution](#)

319.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhouzizhe's solution](#)

320.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[zhouzizhe's solution](#)

321.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[zhouzizhe's solution](#)

322.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[zhouzizhe's solution](#)

323.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[zhouzizhe's solution](#)

324.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[zhouzizhe's solution](#)

325.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[zhouzizhe's solution](#)

326.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities
[zhouzizhe's solution](#)

327.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[zhouzizhe's solution](#)

328.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-04-04 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices
[zhouzizhe's solution](#)

329.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[zhouzizhe's solution](#)

330.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees
[zhouzizhe's solution](#)

331.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[zhouzizhe's solution](#)

332.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[zhouzizhe's solution](#)

333.

1738G

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

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[zhouzizhe's solution](#)

334.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings
[zhouzizhe's solution](#)

335.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[zhouzizhe's solution](#)

336.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory
[zhouzizhe's solution](#)

337.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[zhouzizhe's solution](#)

338.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory
[zhouzizhe's solution](#)

339.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[zhouzizhe's solution](#)

340.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[zhouzizhe's solution](#)

341.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[zhouzizhe's solution](#)

342.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[zhouzizhe's solution](#)

343.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[zhouzizhe's solution](#)

344.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[zhouzizhe's solution](#)

345.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[zhouzizhe's solution](#)

346.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-04-04 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[zhouzizhe's solution](#)

347.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[zhouzizhe's solution](#)

348.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zhouzizhe's solution](#)

349.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[zhouzizhe's solution](#)

350.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhouzizhe's solution](#)

351.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[zhouzizhe's solution](#)

352.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[zhouzizhe's solution](#)

353.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zhouzizhe's solution](#)

354.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zhouzizhe's solution](#)

355.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[zhouzizhe's solution](#)

356.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[zhouzizhe's solution](#)

357.

611H

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

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-07-05 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[zhouzizhe's solution](#)

358.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zhouzizhe's solution](#)

359.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-11-09 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[zhouzizhe's solution](#)

360.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[zhouzizhe's solution](#)

361.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhouzizhe's solution](#)

362.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory

[zhouzizhe's solution](#)

363.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhouzizhe's solution](#)

364.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[zhouzizhe's solution](#)

365.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zhouzizhe's solution](#)

366.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhouzizhe's solution](#)

367.

715E

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

Quality: 454 global accepts · Rating: 3400 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math

[zhouzizhe's solution](#)

368.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, math

[zhouzizhe's solution](#)

369.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[zhouzizhe's solution](#)

370.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[zhouzizhe's solution](#)

371.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[zhouzizhe's solution](#)

372.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zhouzizhe's solution](#)

373.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[zhouzizhe's solution](#)

374.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, constructive algorithms, math, number theory

[zhouzizhe's solution](#)

375.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, brute force, implementation

[zhouzizhe's solution](#)

376.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: *special, expression parsing, strings

[zhouzizhe's solution](#)

377.

104071A

[yfj's tutorial](#)

Rating: — · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhouzizhe's solution](#)

378.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[zhouzizhe's solution](#)

379.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-04 · Text (first AC) · Tags: *special, expression parsing, trees

[zhouzizhe's solution](#)