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Unique solved — zhy1206

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

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

Filters: none

Count: 1,054

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,070 global accepts · Rating: 800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[zhy1206's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[zhy1206's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[zhy1206's solution](#)

4.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[zhy1206's solution](#)

5.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[zhy1206's solution](#)

6.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math
[zhy1206's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[zhy1206's solution](#)

8.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[zhy1206's solution](#)

9.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
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10.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

11.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers
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12.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,917 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[zhy1206's solution](#)

13.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[zhy1206's solution](#)

14.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zhy1206's solution](#)

15.

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[zhy1206's solution](#)

16.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[zhy1206's solution](#)

17.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zhy1206's solution](#)

18.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

19.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[zhy1206's solution](#)

20.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zhy1206's solution](#)

21.

2086A

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Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[zhy1206's solution](#)

22.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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23.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zhy1206's solution](#)

24.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

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25.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[zhy1206's solution](#)

26.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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27.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[zhy1206's solution](#)

28.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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29.

2056A

[Shape Perimeter](#) · [Tutorial](#)

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

[zhy1206's solution](#)

30.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zhy1206's solution](#)

31.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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32.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[zhy1206's solution](#)

33.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zhy1206's solution](#)

34.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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35.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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36.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhy1206's solution](#)

37.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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38.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

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39.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[zhy1206's solution](#)

40.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-24 · last AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhy1206's solution](#)

41.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhy1206's solution](#)

42.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zhy1206's solution](#)

43.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,090 global accepts · Rating: 800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zhy1206's solution](#)

44.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,622 global accepts · Rating: 800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[zhy1206's solution](#)

45.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhy1206's solution](#)

46.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zhy1206's solution](#)

47.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhy1206's solution](#)

48.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zhy1206's solution](#)

49.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,990 global accepts · Rating: 800 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zhy1206's solution](#)

50.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhy1206's solution](#)

51.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zhy1206's solution](#)

52.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,507 global accepts · Rating: 800 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[zhy1206's solution](#)

53.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[zhy1206's solution](#)

54.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[zhy1206's solution](#)

55.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[zhy1206's solution](#)

56.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-21 · last AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zhy1206's solution](#)

57.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,714 global accepts · Rating: 800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

58.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,453 global accepts · Rating: 800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[zhy1206's solution](#)

59.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zhy1206's solution](#)

60.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

61.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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62.

1669C

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- 63.**
1669B
[Triple](#) · [Tutorial](#)
Quality: 55,545 global accepts · Rating: 800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[zhy1206's solution](#)
- 64.**
1669A
[Division?](#) · [Tutorial](#)
Quality: 88,534 global accepts · Rating: 800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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- 65.**
1705A
[Mark the Photographer](#) · [Tutorial](#)
Quality: 26,582 global accepts · Rating: 800 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhy1206's solution](#)
- 66.**
1702A
[Round Down the Price](#) · [Tutorial](#)
Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-12-29 · last AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[zhy1206's solution](#)
- 67.**
1702B
[Polycarp Writes a String from Memory](#) · [Tutorial](#)
Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[zhy1206's solution](#)
- 68.**
1703C
[Cypher](#) · [Tutorial](#)
Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[zhy1206's solution](#)
- 69.**
1703B
[ICPC Balloons](#) · [Tutorial](#)
Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zhy1206's solution](#)
- 70.**
1703A
[YES or YES?](#) · [Tutorial](#)
Quality: 97,239 global accepts · Rating: 800 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[zhy1206's solution](#)
- 71.**
1761A
[Two Permutations](#) · [Tutorial](#)
Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[zhy1206's solution](#)
- 72.**
1759B
[Lost Permutation](#) · [Tutorial](#)
Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[zhy1206's solution](#)
- 73.**
964A
[Splits](#) · [Tutorial](#)
Quality: 10,310 global accepts · Rating: 800 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[zhy1206's solution](#)

74.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

75.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[zhy1206's solution](#)

76.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

77.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

78.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[zhy1206's solution](#)

79.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,028 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[zhy1206's solution](#)

80.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[zhy1206's solution](#)

81.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

82.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[zhy1206's solution](#)

83.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zhy1206's solution](#)

84.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zhy1206's solution](#)

85.

1760B

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

Quality: 53,340 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[zhy1206's solution](#)

86.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,936 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[zhy1206's solution](#)

87.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zhy1206's solution](#)

88.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[zhy1206's solution](#)

89.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

90.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zhy1206's solution](#)

91.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[zhy1206's solution](#)

92.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[zhy1206's solution](#)

93.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[zhy1206's solution](#)

94.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zhy1206's solution](#)

95.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, implementation, math

[zhy1206's solution](#)

96.

1713A

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

Quality: 22,813 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

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97.

1748A

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

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhy1206's solution](#)

98.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zhy1206's solution](#)

99.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zhy1206's solution](#)

100.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhy1206's solution](#)

101.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[zhy1206's solution](#)

102.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhy1206's solution](#)

103.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhy1206's solution](#)

104.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,455 global accepts · Rating: 800 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhy1206's solution](#)

105.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhy1206's solution](#)

106.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhy1206's solution](#)

107.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[zhy1206's solution](#)

108.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhy1206's solution](#)

109.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhy1206's solution](#)

110.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[zhy1206's solution](#)

111.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[zhy1206's solution](#)

112.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zhy1206's solution](#)

113.

2140B

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

Quality: 22,132 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhy1206's solution](#)

114.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zhy1206's solution](#)

115.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[zhy1206's solution](#)

116.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[zhy1206's solution](#)

117.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[zhy1206's solution](#)

118.

2031B

[Penchick and Satay Sticks · Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[zhy1206's solution](#)

119.

1990A

[Submission Bait · Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
[zhy1206's solution](#)

120.

1988B

[Make Majority · Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[zhy1206's solution](#)

121.

1988A

[Split the Multiset · Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[zhy1206's solution](#)

122.

1972B

[Coin Games · Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: games
[zhy1206's solution](#)

123.

1918B

[Minimize Inversions · Tutorial](#)

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[zhy1206's solution](#)

124.

1900B

[Laura and Operations · Tutorial](#)

Quality: 20,470 global accepts · Rating: 900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[zhy1206's solution](#)

125.

1945B

[Fireworks · Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[zhy1206's solution](#)

126.

1833B

[Restore the Weather · Tutorial](#)

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-19 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhy1206's solution](#)

127.

1705B

[Mark the Dust Sweeper · Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zhy1206's solution](#)

128.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhy1206's solution](#)

129.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhy1206's solution](#)

130.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhy1206's solution](#)

131.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zhy1206's solution](#)

132.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhy1206's solution](#)

133.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 900 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhy1206's solution](#)

134.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zhy1206's solution](#)

135.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zhy1206's solution](#)

136.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zhy1206's solution](#)

137.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zhy1206's solution](#)

138.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

139.

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zhy1206's solution](#)

140.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[zhy1206's solution](#)

141.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[zhy1206's solution](#)

142.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

143.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zhy1206's solution](#)

144.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zhy1206's solution](#)

145.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[zhy1206's solution](#)

146.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

147.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[zhy1206's solution](#)

148.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,582 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

149.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zhy1206's solution](#)

150.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-29 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhy1206's solution](#)

151.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,360 global accepts · Rating: 1000 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zhy1206's solution](#)

152.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhy1206's solution](#)

153.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zhy1206's solution](#)

154.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhy1206's solution](#)

155.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[zhy1206's solution](#)

156.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zhy1206's solution](#)

157.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhy1206's solution](#)

158.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zhy1206's solution](#)

159.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhy1206's solution](#)

160.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhy1206's solution](#)

161.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[zhy1206's solution](#)

162.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zhy1206's solution](#)

163.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zhy1206's solution](#)

164.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zhy1206's solution](#)

165.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zhy1206's solution](#)

166.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[zhy1206's solution](#)

167.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[zhy1206's solution](#)

168.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zhy1206's solution](#)

169.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[zhy1206's solution](#)

170.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zhy1206's solution](#)

171.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[zhy1206's solution](#)

172.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zhy1206's solution](#)

173.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zhy1206's solution](#)

174.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[zhy1206's solution](#)

175.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[zhy1206's solution](#)

176.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zhy1206's solution](#)

177.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-24 · last AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[zhy1206's solution](#)

178.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zhy1206's solution](#)

179.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zhy1206's solution](#)

180.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[zhy1206's solution](#)

181.

1708B

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

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2023-02-23 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[zhy1206's solution](#)

182.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[zhy1206's solution](#)

183.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,917 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[zhy1206's solution](#)

184.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[zhy1206's solution](#)

185.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

186.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · last AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

187.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[zhy1206's solution](#)

188.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[zhy1206's solution](#)

189.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

190.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy,

implementation, strings

[zhy1206's solution](#)

191.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhy1206's solution](#)

192.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings

[zhy1206's solution](#)

193.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths

[zhy1206's solution](#)

194.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[zhy1206's solution](#)

195.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zhy1206's solution](#)

196.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[zhy1206's solution](#)

197.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhy1206's solution](#)

198.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zhy1206's solution](#)

199.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[zhy1206's solution](#)

200.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zhy1206's solution](#)

201.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[zhy1206's solution](#)

202.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zhy1206's solution](#)

203.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

204.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[zhy1206's solution](#)

205.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zhy1206's solution](#)

206.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[zhy1206's solution](#)

207.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[zhy1206's solution](#)

208.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[zhy1206's solution](#)

209.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zhy1206's solution](#)

210.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhy1206's solution](#)

211.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[zhy1206's solution](#)

212.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zhy1206's solution](#)

213.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[zhy1206's solution](#)

214.

1015B

[Obtaining the String](#) · [Tutorial](#)

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zhy1206's solution](#)

215.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[zhy1206's solution](#)

216.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[zhy1206's solution](#)

217.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[zhy1206's solution](#)

218.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[zhy1206's solution](#)

219.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zhy1206's solution](#)

220.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2023-02-11 · last AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zhy1206's solution](#)

221.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zhy1206's solution](#)

222.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zhy1206's solution](#)

223.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[zhy1206's solution](#)

224.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,620 global accepts · Rating: 1200 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[zhy1206's solution](#)

225.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[zhy1206's solution](#)

226.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[zhy1206's solution](#)

227.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

228.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[zhy1206's solution](#)

229.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[zhy1206's solution](#)

230.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zhy1206's solution](#)

231.

2211C1

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

Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[zhy1206's solution](#)

232.

2208C

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

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[zhy1206's solution](#)

233.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zhy1206's solution](#)

234.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhy1206's solution](#)

235.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings
[zhy1206's solution](#)

236.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zhy1206's solution](#)

237.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[zhy1206's solution](#)

238.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[zhy1206's solution](#)

239.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
[zhy1206's solution](#)

240.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[zhy1206's solution](#)

241.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[zhy1206's solution](#)

242.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhy1206's solution](#)

243.

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhy1206's solution](#)

244.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[zhy1206's solution](#)

245.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zhy1206's solution](#)

246.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[zhy1206's solution](#)

247.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zhy1206's solution](#)

248.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zhy1206's solution](#)

249.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhy1206's solution](#)

250.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zhy1206's solution](#)

251.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zhy1206's solution](#)

252.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

253.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[zhy1206's solution](#)

254.

862B

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

Quality: 25,648 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[zhy1206's solution](#)

255.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs
[zhy1206's solution](#)

256.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[zhy1206's solution](#)

257.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[zhy1206's solution](#)

258.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zhy1206's solution](#)

259.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[zhy1206's solution](#)

260.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[zhy1206's solution](#)

261.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

262.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zhy1206's solution](#)

263.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zhy1206's solution](#)

264.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[zhy1206's solution](#)

265.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[zhy1206's solution](#)

266.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[zhy1206's solution](#)

267.

1972D1

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

Rating: 1400 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[zhy1206's solution](#)

268.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[zhy1206's solution](#)

269.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[zhy1206's solution](#)

270.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1400 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[zhy1206's solution](#)

271.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

272.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[zhy1206's solution](#)

273.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2024-02-27 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation

[zhy1206's solution](#)

274.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zhy1206's solution](#)

275.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zhy1206's solution](#)

276.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[zhy1206's solution](#)

277.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[zhy1206's solution](#)

278.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zhy1206's solution](#)

279.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhy1206's solution](#)

280.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[zhy1206's solution](#)

281.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, matrices

[zhy1206's solution](#)

282.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zhy1206's solution](#)

283.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zhy1206's solution](#)

284.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zhy1206's solution](#)

285.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[zhy1206's solution](#)

286.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zhy1206's solution](#)

287.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zhy1206's solution](#)

288.

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[zhy1206's solution](#)

289.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zhy1206's solution](#)

290.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhy1206's solution](#)

291.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhy1206's solution](#)

292.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[zhy1206's solution](#)

293.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy
[zhy1206's solution](#)

294.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[zhy1206's solution](#)

295.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[zhy1206's solution](#)

296.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[zhy1206's solution](#)

297.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[zhy1206's solution](#)

298.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[zhy1206's solution](#)

299.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[zhy1206's solution](#)

300.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[zhy1206's solution](#)

301.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[zhy1206's solution](#)

302.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[zhy1206's solution](#)

303.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zhy1206's solution](#)

304.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[zhy1206's solution](#)

305.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zhy1206's solution](#)

306.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhy1206's solution](#)

307.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[zhy1206's solution](#)

308.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zhy1206's solution](#)

309.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

310.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[zhy1206's solution](#)

311.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zhy1206's solution](#)

312.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[zhy1206's solution](#)

313.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zhy1206's solution](#)

314.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[zhy1206's solution](#)

315.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[zhy1206's solution](#)

316.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[zhy1206's solution](#)

317.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[zhy1206's solution](#)

318.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[zhy1206's solution](#)

319.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[zhy1206's solution](#)

320.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zhy1206's solution](#)

321.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[zhy1206's solution](#)

322.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[zhy1206's solution](#)

323.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[zhy1206's solution](#)

324.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[zhy1206's solution](#)

325.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zhy1206's solution](#)

326.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[zhy1206's solution](#)

327.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[zhy1206's solution](#)

328.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[zhy1206's solution](#)

329.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[zhy1206's solution](#)

330.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zhy1206's solution](#)

331.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zhy1206's solution](#)

332.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zhy1206's solution](#)

333.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[zhy1206's solution](#)

334.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-24 · last AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[zhy1206's solution](#)

335.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[zhy1206's solution](#)

336.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[zhy1206's solution](#)

337.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

338.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhy1206's solution](#)

339.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zhy1206's solution](#)

340.

453A

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

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[zhy1206's solution](#)

341.

1748C

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

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2022-11-16 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zhy1206's solution](#)

342.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zhy1206's solution](#)

343.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[zhy1206's solution](#)

344.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[zhy1206's solution](#)

345.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[zhy1206's solution](#)

346.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-02-21 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zhy1206's solution](#)

347.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-11-10 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

348.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zhy1206's solution](#)

349.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhy1206's solution](#)

350.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zhy1206's solution](#)

351.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zhy1206's solution](#)

352.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2023-12-28 · last AC: 2026-03-20 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[zhy1206's solution](#)

353.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zhy1206's solution](#)

354.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[zhy1206's solution](#)

355.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[zhy1206's solution](#)

356.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[zhy1206's solution](#)

357.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive

[zhy1206's solution](#)

358.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zhy1206's solution](#)

359.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[zhy1206's solution](#)

360.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zhy1206's solution](#)

361.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zhy1206's solution](#)

362.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[zhy1206's solution](#)

363.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[zhy1206's solution](#)

364.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[zhy1206's solution](#)

365.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

366.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[zhy1206's solution](#)

367.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[zhy1206's solution](#)

368.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[zhy1206's solution](#)

369.

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

[zhy1206's solution](#)

370.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[zhy1206's solution](#)

371.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[zhy1206's solution](#)

372.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy,

sortings, trees

[zhy1206's solution](#)

373.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[zhy1206's solution](#)

374.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[zhy1206's solution](#)

375.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[zhy1206's solution](#)

376.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zhy1206's solution](#)

377.

1000C

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

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[zhy1206's solution](#)

378.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[zhy1206's solution](#)

379.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhy1206's solution](#)

380.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhy1206's solution](#)

381.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zhy1206's solution](#)

382.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,393 global accepts · Rating: 1700 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[zhy1206's solution](#)

383.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[zhy1206's solution](#)

384.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zhy1206's solution](#)

385.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[zhy1206's solution](#)

386.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math
[zhy1206's solution](#)

387.

2211C2

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

Quality: 3,673 global accepts · Rating: 1800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[zhy1206's solution](#)

388.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zhy1206's solution](#)

389.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[zhy1206's solution](#)

390.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2024-01-29 · last AC: 2026-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers
[zhy1206's solution](#)

391.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[zhy1206's solution](#)

392.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp,

greedy, two pointers

[zhy1206's solution](#)

393.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zhy1206's solution](#)

394.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zhy1206's solution](#)

395.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[zhy1206's solution](#)

396.

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zhy1206's solution](#)

397.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2025-07-15 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[zhy1206's solution](#)

398.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[zhy1206's solution](#)

399.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[zhy1206's solution](#)

400.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zhy1206's solution](#)

401.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · last AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[zhy1206's solution](#)

402.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[zhy1206's solution](#)

403.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zhy1206's solution](#)

404.

675D

[Tree Construction](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[zhy1206's solution](#)

405.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zhy1206's solution](#)

406.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zhy1206's solution](#)

407.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[zhy1206's solution](#)

408.

2043D

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

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[zhy1206's solution](#)

409.

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

[zhy1206's solution](#)

410.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[zhy1206's solution](#)

411.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[zhy1206's solution](#)

412.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[zhy1206's solution](#)

413.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[zhy1206's solution](#)

414.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[zhy1206's solution](#)

415.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[zhy1206's solution](#)

416.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-10-05 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[zhy1206's solution](#)

417.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[zhy1206's solution](#)

418.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

419.

245H

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

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-09-04 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[zhy1206's solution](#)

420.

220B

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

Quality: 12,883 global accepts · Rating: 1800 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[zhy1206's solution](#)

421.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[zhy1206's solution](#)

422.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zhy1206's solution](#)

423.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

424.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[zhy1206's solution](#)

425.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[zhy1206's solution](#)

426.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[zhy1206's solution](#)

427.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[zhy1206's solution](#)

428.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · last AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[zhy1206's solution](#)

429.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zhy1206's solution](#)

430.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[zhy1206's solution](#)

431.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[zhy1206's solution](#)

432.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[zhy1206's solution](#)

433.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[zhy1206's solution](#)

434.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[zhy1206's solution](#)

435.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[zhy1206's solution](#)

436.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, two pointers
[zhy1206's solution](#)

437.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[zhy1206's solution](#)

438.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[zhy1206's solution](#)

439.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[zhy1206's solution](#)

440.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[zhy1206's solution](#)

441.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[zhy1206's solution](#)

442.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[zhy1206's solution](#)

443.

2053E

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

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

[zhy1206's solution](#)

444.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[zhy1206's solution](#)

445.

2009G1

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

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[zhy1206's solution](#)

446.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[zhy1206's solution](#)

447.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[zhy1206's solution](#)

448.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities

[zhy1206's solution](#)

449.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[zhy1206's solution](#)

450.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[zhy1206's solution](#)

451.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[zhy1206's solution](#)

452.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[zhy1206's solution](#)

453.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[zhy1206's solution](#)

454.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[zhy1206's solution](#)

455.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

456.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy

[zhy1206's solution](#)

457.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zhy1206's solution](#)

458.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[zhy1206's solution](#)

459.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[zhy1206's solution](#)

460.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, sortings

[zhy1206's solution](#)

461.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zhy1206's solution](#)

462.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zhy1206's solution](#)

463.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2024-02-21 · last AC: 2024-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[zhy1206's solution](#)

464.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[zhy1206's solution](#)

465.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[zhy1206's solution](#)

466.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[zhy1206's solution](#)

467.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[zhy1206's solution](#)

468.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[zhy1206's solution](#)

469.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: *special

[zhy1206's solution](#)

470.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[zhy1206's solution](#)

471.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[zhy1206's solution](#)

472.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2023-10-10 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

473.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

474.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

475.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2023-09-07 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[zhy1206's solution](#)

476.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

477.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2023-08-01 · last AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

478.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[zhy1206's solution](#)

479.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-09-22 · last AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[zhy1206's solution](#)

480.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zhy1206's solution](#)

481.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[zhy1206's solution](#)

482.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[zhy1206's solution](#)

483.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[zhy1206's solution](#)

484.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[zhy1206's solution](#)

485.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zhy1206's solution](#)

486.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhy1206's solution](#)

487.

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhy1206's solution](#)

488.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[zhy1206's solution](#)

489.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math
[zhy1206's solution](#)

490.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees
[zhy1206's solution](#)

491.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[zhy1206's solution](#)

492.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,074 global accepts · Rating: 1900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[zhy1206's solution](#)

493.

19B

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

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhy1206's solution](#)

494.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory

[zhy1206's solution](#)

495.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[zhy1206's solution](#)

496.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

497.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[zhy1206's solution](#)

498.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[zhy1206's solution](#)

499.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[zhy1206's solution](#)

500.

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[zhy1206's solution](#)

501.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[zhy1206's solution](#)

502.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zhy1206's solution](#)

503.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zhy1206's solution](#)

504.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[zhy1206's solution](#)

505.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[zhy1206's solution](#)

506.

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zhy1206's solution](#)

507.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp

[zhy1206's solution](#)

508.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[zhy1206's solution](#)

509.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zhy1206's solution](#)

510.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[zhy1206's solution](#)

511.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[zhy1206's solution](#)

512.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[zhy1206's solution](#)

513.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

514.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[zhy1206's solution](#)

515.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[zhy1206's solution](#)

516.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[zhy1206's solution](#)

517.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[zhy1206's solution](#)

518.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[zhy1206's solution](#)

519.

817E

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

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[zhy1206's solution](#)

520.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[zhy1206's solution](#)

521.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[zhy1206's solution](#)

522.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[zhy1206's solution](#)

523.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[zhy1206's solution](#)

524.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[zhy1206's solution](#)

525.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[zhy1206's solution](#)

526.

1944D

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

Rating: 2000 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[zhy1206's solution](#)

527.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[zhy1206's solution](#)

528.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[zhy1206's solution](#)

529.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[zhy1206's solution](#)

530.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[zhy1206's solution](#)

531.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zhy1206's solution](#)

532.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[zhy1206's solution](#)

533.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[zhy1206's solution](#)

534.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[zhy1206's solution](#)

535.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, strings
[zhy1206's solution](#)

536.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
[zhy1206's solution](#)

537.

386C

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

Quality: 950 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[zhy1206's solution](#)

538.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[zhy1206's solution](#)

539.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[zhy1206's solution](#)

540.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[zhy1206's solution](#)

541.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[zhy1206's solution](#)

542.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[zhy1206's solution](#)

543.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[zhy1206's solution](#)

544.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

545.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[zhy1206's solution](#)

546.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[zhy1206's solution](#)

547.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[zhy1206's solution](#)

548.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

549.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

550.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

551.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2022-11-05 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zhy1206's solution](#)

552.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-24 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[zhy1206's solution](#)

553.

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[zhy1206's solution](#)

554.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[zhy1206's solution](#)

555.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[zhy1206's solution](#)

556.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[zhy1206's solution](#)

557.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zhy1206's solution](#)

558.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[zhy1206's solution](#)

559.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[zhy1206's solution](#)

560.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zhy1206's solution](#)

561.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[zhy1206's solution](#)

562.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[zhy1206's solution](#)

563.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[zhy1206's solution](#)

564.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[zhy1206's solution](#)

565.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[zhy1206's solution](#)

566.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[zhy1206's solution](#)

567.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[zhy1206's solution](#)

568.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2023-09-12 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

569.

296B

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

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zhy1206's solution](#)

570.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[zhy1206's solution](#)

571.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[zhy1206's solution](#)

572.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[zhy1206's solution](#)

573.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[zhy1206's solution](#)

574.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[zhy1206's solution](#)

575.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[zhy1206's solution](#)

576.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy

[zhy1206's solution](#)

577.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-11-20 · last AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[zhy1206's solution](#)

578.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2025-02-10 · last AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[zhy1206's solution](#)

579.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[zhy1206's solution](#)

580.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zhy1206's solution](#)

581.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[zhy1206's solution](#)

582.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[zhy1206's solution](#)

583.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[zhy1206's solution](#)

584.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar
[zhy1206's solution](#)

585.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[zhy1206's solution](#)

586.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zhy1206's solution](#)

587.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[zhy1206's solution](#)

588.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

589.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[zhy1206's solution](#)

590.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zhy1206's solution](#)

591.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[zhy1206's solution](#)

592.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zhy1206's solution](#)

593.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[zhy1206's solution](#)

594.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[zhy1206's solution](#)

595.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zhy1206's solution](#)

596.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zhy1206's solution](#)

597.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[zhy1206's solution](#)

598.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[zhy1206's solution](#)

599.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2024-12-31 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

[zhy1206's solution](#)

600.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[zhy1206's solution](#)

601.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[zhy1206's solution](#)

602.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zhy1206's solution](#)

603.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[zhy1206's solution](#)

604.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

605.

386D

[Game with Points](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[zhy1206's solution](#)

606.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zhy1206's solution](#)

607.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[zhy1206's solution](#)

608.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[zhy1206's solution](#)

609.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[zhy1206's solution](#)

610.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[zhy1206's solution](#)

611.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zhy1206's solution](#)

612.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

613.

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[zhy1206's solution](#)

614.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[zhy1206's solution](#)

615.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zhy1206's solution](#)

616.

748E

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

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zhy1206's solution](#)

617.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zhy1206's solution](#)

618.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[zhy1206's solution](#)

619.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[zhy1206's solution](#)

620.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[zhy1206's solution](#)

621.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[zhy1206's solution](#)

622.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zhy1206's solution](#)

623.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[zhy1206's solution](#)

624.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[zhy1206's solution](#)

625.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees
[zhy1206's solution](#)

626.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers
[zhy1206's solution](#)

627.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[zhy1206's solution](#)

628.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory
[zhy1206's solution](#)

629.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhy1206's solution](#)

630.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[zhy1206's solution](#)

631.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zhy1206's solution](#)

632.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
[zhy1206's solution](#)

633.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[zhy1206's solution](#)

634.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[zhy1206's solution](#)

635.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[zhy1206's solution](#)

636.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[zhy1206's solution](#)

637.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2024-07-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[zhy1206's solution](#)

638.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[zhy1206's solution](#)

639.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zhy1206's solution](#)

640.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu

[zhy1206's solution](#)

641.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhy1206's solution](#)

642.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[zhy1206's solution](#)

643.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[zhy1206's solution](#)

644.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zhy1206's solution](#)

645.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[zhy1206's solution](#)

646.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[zhy1206's solution](#)

647.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[zhy1206's solution](#)

648.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[zhy1206's solution](#)

649.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-16 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[zhy1206's solution](#)

650.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[zhy1206's solution](#)

651.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[zhy1206's solution](#)

652.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zhy1206's solution](#)

653.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[zhy1206's solution](#)

654.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zhy1206's solution](#)

655.

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

656.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[zhy1206's solution](#)

657.

2209E

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

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[zhy1206's solution](#)

658.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zhy1206's solution](#)

659.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[zhy1206's solution](#)

660.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[zhy1206's solution](#)

661.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[zhy1206's solution](#)

662.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[zhy1206's solution](#)

663.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[zhy1206's solution](#)

664.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zhy1206's solution](#)

665.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

dsu, two pointers

[zhy1206's solution](#)

666.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[zhy1206's solution](#)

667.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[zhy1206's solution](#)

668.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[zhy1206's solution](#)

669.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[zhy1206's solution](#)

670.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[zhy1206's solution](#)

671.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[zhy1206's solution](#)

672.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[zhy1206's solution](#)

673.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[zhy1206's solution](#)

674.

47E

[Cannon](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 2200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, sortings

[zhy1206's solution](#)

675.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zhy1206's solution](#)

676.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zhy1206's solution](#)

677.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[zhy1206's solution](#)

678.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[zhy1206's solution](#)

679.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zhy1206's solution](#)

680.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[zhy1206's solution](#)

681.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[zhy1206's solution](#)

682.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[zhy1206's solution](#)

683.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[zhy1206's solution](#)

684.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[zhy1206's solution](#)

685.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[zhy1206's solution](#)

686.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[zhy1206's solution](#)

687.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2025-01-01 · last AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[zhy1206's solution](#)

688.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[zhy1206's solution](#)

689.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[zhy1206's solution](#)

690.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2024-12-20 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[zhy1206's solution](#)

691.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[zhy1206's solution](#)

692.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[zhy1206's solution](#)

693.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[zhy1206's solution](#)

694.

2009G2

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

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[zhy1206's solution](#)

695.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zhy1206's solution](#)

696.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhy1206's solution](#)

697.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zhy1206's solution](#)

698.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
[zhy1206's solution](#)

699.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[zhy1206's solution](#)

700.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[zhy1206's solution](#)

701.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[zhy1206's solution](#)

702.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[zhy1206's solution](#)

703.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zhy1206's solution](#)

704.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zhy1206's solution](#)

705.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[zhy1206's solution](#)

706.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhy1206's solution](#)

707.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[zhy1206's solution](#)

708.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[zhy1206's solution](#)

709.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
[zhy1206's solution](#)

710.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[zhy1206's solution](#)

711.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory
[zhy1206's solution](#)

712.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, strings
[zhy1206's solution](#)

713.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, sortings
[zhy1206's solution](#)

714.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhy1206's solution](#)

715.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[zhy1206's solution](#)

716.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[zhy1206's solution](#)

717.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[zhy1206's solution](#)

718.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhy1206's solution](#)

719.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[zhy1206's solution](#)

720.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[zhy1206's solution](#)

721.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy
[zhy1206's solution](#)

722.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings
[zhy1206's solution](#)

723.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[zhy1206's solution](#)

724.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
[zhy1206's solution](#)

725.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[zhy1206's solution](#)

726.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[zhy1206's solution](#)

727.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[zhy1206's solution](#)

728.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[zhy1206's solution](#)

729.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[zhy1206's solution](#)

730.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zhy1206's solution](#)

731.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[zhy1206's solution](#)

732.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zhy1206's solution](#)

733.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[zhy1206's solution](#)

734.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zhy1206's solution](#)

735.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zhy1206's solution](#)

736.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zhy1206's solution](#)

737.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[zhy1206's solution](#)

738.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[zhy1206's solution](#)

739.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zhy1206's solution](#)

740.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[zhy1206's solution](#)

741.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math
[zhy1206's solution](#)

742.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math
[zhy1206's solution](#)

743.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees
[zhy1206's solution](#)

744.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2024-07-26 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[zhy1206's solution](#)

745.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[zhy1206's solution](#)

746.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2024-06-17 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[zhy1206's solution](#)

747.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[zhy1206's solution](#)

748.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[zhy1206's solution](#)

749.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[zhy1206's solution](#)

750.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[zhy1206's solution](#)

751.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zhy1206's solution](#)

752.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[zhy1206's solution](#)

753.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-01-26 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[zhy1206's solution](#)

754.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-12-22 · last AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[zhy1206's solution](#)

755.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhy1206's solution](#)

756.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[zhy1206's solution](#)

757.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[zhy1206's solution](#)

758.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[zhy1206's solution](#)

759.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[zhy1206's solution](#)

760.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhy1206's solution](#)

761.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zhy1206's solution](#)

762.

855E

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

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zhy1206's solution](#)

763.

402E

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Quality: 2,329 global accepts · Rating: 2200 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[zhy1206's solution](#)

764.

45B

[School](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2200 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu

[zhy1206's solution](#)

765.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2024-04-22 · last AC: 2026-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zhy1206's solution](#)

766.

1494D

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Quality: 2,820 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[zhy1206's solution](#)

767.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[zhy1206's solution](#)

768.

2002D2

[DFS Checker \(Hard Version\) · Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[zhy1206's solution](#)

769.

785D

[Anton and School - 2 · Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-02-20 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zhy1206's solution](#)

770.

85D

[Sum of Medians · Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-03-08 · last AC: 2026-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[zhy1206's solution](#)

771.

993E

[Nikita and Order Statistics · Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math

[zhy1206's solution](#)

772.

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[zhy1206's solution](#)

773.

414D

[Mashmikh and Water Tanks · Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[zhy1206's solution](#)

774.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[zhy1206's solution](#)

775.

1927G

[Paint Charges · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[zhy1206's solution](#)

776.

1805E

[There Should Be a Lot of Maximums · Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[zhy1206's solution](#)

777.

1268C

[K Integers · Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[zhy1206's solution](#)

778.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zhy1206's solution](#)

779.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[zhy1206's solution](#)

780.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[zhy1206's solution](#)

781.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[zhy1206's solution](#)

782.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-10-29 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[zhy1206's solution](#)

783.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[zhy1206's solution](#)

784.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[zhy1206's solution](#)

785.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[zhy1206's solution](#)

786.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[zhy1206's solution](#)

787.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[zhy1206's solution](#)

788.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[zhy1206's solution](#)

789.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[zhy1206's solution](#)

790.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[zhy1206's solution](#)

791.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[zhy1206's solution](#)

792.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[zhy1206's solution](#)

793.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[zhy1206's solution](#)

794.

675E

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

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[zhy1206's solution](#)

795.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[zhy1206's solution](#)

796.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-29 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[zhy1206's solution](#)

797.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zhy1206's solution](#)

798.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[zhy1206's solution](#)

799.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

800.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[zhy1206's solution](#)

801.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zhy1206's solution](#)

802.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · last AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[zhy1206's solution](#)

803.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[zhy1206's solution](#)

804.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[zhy1206's solution](#)

805.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[zhy1206's solution](#)

806.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[zhy1206's solution](#)

807.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[zhy1206's solution](#)

808.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[zhy1206's solution](#)

809.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-12-16 · last AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[zhy1206's solution](#)

810.

1203F2

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

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[zhy1206's solution](#)

811.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[zhy1206's solution](#)

812.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search
[zhy1206's solution](#)

813.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zhy1206's solution](#)

814.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[zhy1206's solution](#)

815.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[zhy1206's solution](#)

816.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-24 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[zhy1206's solution](#)

817.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dsu, trees

[zhy1206's solution](#)

818.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[zhy1206's solution](#)

819.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-04-01 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zhy1206's solution](#)

820.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[zhy1206's solution](#)

821.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math

[zhy1206's solution](#)

822.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[zhy1206's solution](#)

823.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[zhy1206's solution](#)

824.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-10-05 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[zhy1206's solution](#)

825.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[zhy1206's solution](#)

826.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[zhy1206's solution](#)

827.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[zhy1206's solution](#)

828.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[zhy1206's solution](#)

829.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[zhy1206's solution](#)

830.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[zhy1206's solution](#)

831.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[zhy1206's solution](#)

832.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[zhy1206's solution](#)

833.

594A

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

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: games

[zhy1206's solution](#)

834.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: games

[zhy1206's solution](#)

835.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[zhy1206's solution](#)

836.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[zhy1206's solution](#)

837.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[zhy1206's solution](#)

838.

581F

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

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees, two pointers
[zhy1206's solution](#)

839.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings
[zhy1206's solution](#)

840.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy
[zhy1206's solution](#)

841.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zhy1206's solution](#)

842.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[zhy1206's solution](#)

843.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-09-12 · last AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[zhy1206's solution](#)

844.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-06-18 · last AC: 2026-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[zhy1206's solution](#)

845.

1780G

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

Quality: 994 global accepts · Rating: 2400 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
[zhy1206's solution](#)

846.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2025-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[zhy1206's solution](#)

847.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-04-07 · last AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[zhy1206's solution](#)

848.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[zhy1206's solution](#)

849.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[zhy1206's solution](#)

850.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[zhy1206's solution](#)

851.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[zhy1206's solution](#)

852.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[zhy1206's solution](#)

853.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[zhy1206's solution](#)

854.

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zhy1206's solution](#)

855.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[zhy1206's solution](#)

856.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[zhy1206's solution](#)

857.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[zhy1206's solution](#)

858.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[zhy1206's solution](#)

859.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[zhy1206's solution](#)

860.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[zhy1206's solution](#)

861.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[zhy1206's solution](#)

862.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[zhy1206's solution](#)

863.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
[zhy1206's solution](#)

864.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[zhy1206's solution](#)

865.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[zhy1206's solution](#)

866.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[zhy1206's solution](#)

867.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[zhy1206's solution](#)

868.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[zhy1206's solution](#)

869.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, number theory
[zhy1206's solution](#)

870.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[zhy1206's solution](#)

871.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[zhy1206's solution](#)

872.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[zhy1206's solution](#)

873.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs
[zhy1206's solution](#)

874.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2025-03-31 · last AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math
[zhy1206's solution](#)

875.

1591F

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

Rating: 2400 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math
[zhy1206's solution](#)

876.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[zhy1206's solution](#)

877.

749E

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

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities
[zhy1206's solution](#)

878.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[zhy1206's solution](#)

879.

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
[zhy1206's solution](#)

880.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[zhy1206's solution](#)

881.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[zhy1206's solution](#)

882.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[zhy1206's solution](#)

883.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zhy1206's solution](#)

884.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[zhy1206's solution](#)

885.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[zhy1206's solution](#)

886.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zhy1206's solution](#)

887.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[zhy1206's solution](#)

888.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
[zhy1206's solution](#)

889.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings
[zhy1206's solution](#)

890.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[zhy1206's solution](#)

891.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[zhy1206's solution](#)

892.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings
[zhy1206's solution](#)

893.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhy1206's solution](#)

894.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings
[zhy1206's solution](#)

895.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[zhy1206's solution](#)

896.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-08-07 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[zhy1206's solution](#)

897.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[zhy1206's solution](#)

898.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[zhy1206's solution](#)

899.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zhy1206's solution](#)

900.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[zhy1206's solution](#)

901.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhy1206's solution](#)

902.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[zhy1206's solution](#)

903.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[zhy1206's solution](#)

904.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-12-22 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[zhy1206's solution](#)

905.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zhy1206's solution](#)

906.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

907.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zhy1206's solution](#)

908.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zhy1206's solution](#)

909.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[zhy1206's solution](#)

910.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

911.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[zhy1206's solution](#)

912.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zhy1206's solution](#)

913.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2026-05-04 · last AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[zhy1206's solution](#)

914.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[zhy1206's solution](#)

915.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[zhy1206's solution](#)

916.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[zhy1206's solution](#)

917.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[zhy1206's solution](#)

918.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2026-03-05 · last AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhy1206's solution](#)

919.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[zhy1206's solution](#)

920.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2024-03-20 · last AC: 2026-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[zhy1206's solution](#)

921.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[zhy1206's solution](#)

922.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-04-30 · last AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures
[zhy1206's solution](#)

923.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[zhy1206's solution](#)

924.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2025-11-27 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[zhy1206's solution](#)

925.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[zhy1206's solution](#)

926.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[zhy1206's solution](#)

927.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math,

sortings

[zhy1206's solution](#)

928.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zhy1206's solution](#)

929.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, trees

[zhy1206's solution](#)

930.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[zhy1206's solution](#)

931.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[zhy1206's solution](#)

932.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[zhy1206's solution](#)

933.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[zhy1206's solution](#)

934.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[zhy1206's solution](#)

935.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[zhy1206's solution](#)

936.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[zhy1206's solution](#)

937.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zhy1206's solution](#)

938.

740E

[Alyona and towers](#) · [Tutorial](#)

Quality: 2500 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zhy1206's solution](#)

939.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[zhy1206's solution](#)

940.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[zhy1206's solution](#)

941.

1998E2

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

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[zhy1206's solution](#)

942.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[zhy1206's solution](#)

943.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[zhy1206's solution](#)

944.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zhy1206's solution](#)

945.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-09-06 · last AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[zhy1206's solution](#)

946.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[zhy1206's solution](#)

947.

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dp

[zhy1206's solution](#)

948.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[zhy1206's solution](#)

949.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-06-15 · last AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices

[zhy1206's solution](#)

950.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[zhy1206's solution](#)

951.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2024-04-20 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[zhy1206's solution](#)

952.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[zhy1206's solution](#)

953.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-04-04 · last AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[zhy1206's solution](#)

954.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zhy1206's solution](#)

955.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[zhy1206's solution](#)

956.

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2023-12-08 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[zhy1206's solution](#)

957.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[zhy1206's solution](#)

958.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[zhy1206's solution](#)

959.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[zhy1206's solution](#)

960.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[zhy1206's solution](#)

961.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[zhy1206's solution](#)

962.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[zhy1206's solution](#)

963.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zhy1206's solution](#)

964.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[zhy1206's solution](#)

965.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[zhy1206's solution](#)

966.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[zhy1206's solution](#)

967.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[zhy1206's solution](#)

968.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zhy1206's solution](#)

969.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zhy1206's solution](#)

970.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[zhy1206's solution](#)

971.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[zhy1206's solution](#)

972.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[zhy1206's solution](#)

973.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[zhy1206's solution](#)

974.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, number theory

[zhy1206's solution](#)

975.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[zhy1206's solution](#)

976.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-08-06 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[zhy1206's solution](#)

977.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[zhy1206's solution](#)

978.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[zhy1206's solution](#)

979.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[zhy1206's solution](#)

980.

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[zhy1206's solution](#)

981.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zhy1206's solution](#)

982.

2208E

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

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[zhy1206's solution](#)

983.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[zhy1206's solution](#)

984.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[zhy1206's solution](#)

985.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[zhy1206's solution](#)

986.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities
[zhy1206's solution](#)

987.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu
[zhy1206's solution](#)

988.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-03-18 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[zhy1206's solution](#)

989.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[zhy1206's solution](#)

990.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[zhy1206's solution](#)

991.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zhy1206's solution](#)

992.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing
[zhy1206's solution](#)

993.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2024-06-06 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[zhy1206's solution](#)

994.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2024-05-23 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees
[zhy1206's solution](#)

995.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2024-04-23 · last AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat
[zhy1206's solution](#)

996.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[zhy1206's solution](#)

997.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[zhy1206's solution](#)

998.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
[zhy1206's solution](#)

999.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[zhy1206's solution](#)

1000.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[zhy1206's solution](#)

1001.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[zhy1206's solution](#)

1002.

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices
[zhy1206's solution](#)

1003.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities
[zhy1206's solution](#)

1004.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees
[zhy1206's solution](#)

1005.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[zhy1206's solution](#)

1006.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zhy1206's solution](#)

1007.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[zhy1206's solution](#)

1008.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[zhy1206's solution](#)

1009.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[zhy1206's solution](#)

1010.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[zhy1206's solution](#)

1011.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[zhy1206's solution](#)

1012.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zhy1206's solution](#)

1013.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zhy1206's solution](#)

1014.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[zhy1206's solution](#)

1015.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[zhy1206's solution](#)

1016.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-08-09 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zhy1206's solution](#)

1017.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-08-08 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[zhy1206's solution](#)

1018.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[zhy1206's solution](#)

1019.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[zhy1206's solution](#)

1020.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[zhy1206's solution](#)

1021.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, flows, graphs, shortest paths

[zhy1206's solution](#)

1022.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[zhy1206's solution](#)

1023.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[zhy1206's solution](#)

1024.

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[zhy1206's solution](#)

1025.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[zhy1206's solution](#)

1026.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zhy1206's solution](#)

1027.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[zhy1206's solution](#)

1028.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[zhy1206's solution](#)

1029.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[zhy1206's solution](#)

1030.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[zhy1206's solution](#)

1031.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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633H

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1037H

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487E

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1483F

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1042.

799F

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1043.

1264F

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1044.

2226F

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2226E

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1046.

103470E

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101651D

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1049.

396C

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1051.

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1052.

100020A

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1053.

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1054.

1812B

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