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# Unique solved — zii.hrs

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

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1.

2035A

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2.

1886A

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1821A

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4.

1809A

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5.

1804A

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6.

1716B

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7.

1716A

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1704A

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9.

1709A

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10.

1699A

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1697A

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**13.**

1681B

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1681A

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**15.**

1635B

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**16.**

1635A

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**17.**

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**19.**

1602A

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**20.**

1586A

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1574A

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1569A

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1499A

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1487A

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1452C

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**36.**

1398B

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1398A

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1389A

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1385B

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1385A

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**42.**

1372A

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1371A

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**57.**

1699B

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**58.**

1696B

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1697B

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**60.**

1591B

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**61.**

1609A

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1543B

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**69.**

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1380A

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1374B

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**78.**

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1476A

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**82.**

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**83.**

1374C

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1359B

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**87.**

1359A

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**88.**

1353C

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1821B

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**90.**

1609B

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**95.**

1511C

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1511B

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**98.**

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**104.**

1886B

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**106.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-26 · PyPy 3-64 (first AC) · Tags: implementation, sortings  
[zii.hrs's solution](#)

**107.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[zii.hrs's solution](#)

**108.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · PyPy 3-64 (first AC) · Tags: binary search  
[zii.hrs's solution](#)

**109.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, trees

[zii.hrs's solution](#)

**110.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[zii.hrs's solution](#)

**111.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[zii.hrs's solution](#)

**112.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-12 · PyPy 3 (first AC) · Tags: geometry, greedy, sortings

[zii.hrs's solution](#)

**113.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · PyPy 3 (first AC) · Tags: brute force, math

[zii.hrs's solution](#)

**114.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: math, number theory

[zii.hrs's solution](#)

**115.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: greedy

[zii.hrs's solution](#)

**116.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[zii.hrs's solution](#)

**117.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[zii.hrs's solution](#)

**118.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[zii.hrs's solution](#)

**119.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: brute force, data structures, number theory, two pointers

[zii.hrs's solution](#)

**120.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-05 · PyPy 3 (first AC) · Tags: bitmasks, brute force

[zii.hrs's solution](#)

**121.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-02 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[zii.hrs's solution](#)

**122.**

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: binary search, math

[zii.hrs's solution](#)

**123.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings

[zii.hrs's solution](#)

**124.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · PyPy 3-64 (first AC) · Tags: greedy, math

[zii.hrs's solution](#)

**125.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[zii.hrs's solution](#)

**126.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings, ternary search

[zii.hrs's solution](#)

**127.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-09-07 · PyPy 3 (first AC) · Tags: implementation

[zii.hrs's solution](#)

**128.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, math

[zii.hrs's solution](#)

**129.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-27 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, strings

[zii.hrs's solution](#)

**130.**

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[zii.hrs's solution](#)

**131.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: greedy, implementation, math  
[zii.hrs's solution](#)

**132.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: math  
[zii.hrs's solution](#)

**133.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
[zii.hrs's solution](#)

**134.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: greedy, two pointers  
[zii.hrs's solution](#)

**135.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: math, two pointers  
[zii.hrs's solution](#)

**136.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation  
[zii.hrs's solution](#)

**137.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2020-06-02 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings  
[zii.hrs's solution](#)

**138.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: implementation  
[zii.hrs's solution](#)

**139.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[zii.hrs's solution](#)

**140.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers  
[zii.hrs's solution](#)

**141.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-12-08 · PyPy 3 (first AC) · Tags: binary search, dp, implementation, number

theory, schedules, two pointers

[zii.hrs's solution](#)

**142.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · PyPy 3-64 (first AC) · Tags: greedy, number theory

[zii.hrs's solution](#)

**143.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2021-10-25 · Java 11 (first AC) · Tags: combinatorics, dp, number theory

[zii.hrs's solution](#)

**144.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-07 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[zii.hrs's solution](#)

**145.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-22 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zii.hrs's solution](#)

**146.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[zii.hrs's solution](#)

**147.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[zii.hrs's solution](#)

**148.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[zii.hrs's solution](#)

**149.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: greedy

[zii.hrs's solution](#)

**150.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[zii.hrs's solution](#)

**151.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-30 · PyPy 3 (first AC) · Tags: math, sortings, two pointers

[zii.hrs's solution](#)

**152.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: greedy, math, sortings, two pointers  
[zii.hrs's solution](#)

**153.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: games, math, number theory  
[zii.hrs's solution](#)

**154.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[zii.hrs's solution](#)

**155.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-05 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math  
[zii.hrs's solution](#)

**156.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: implementation, strings  
[zii.hrs's solution](#)

**157.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: dp, math, number theory  
[zii.hrs's solution](#)

**158.**

1167C

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

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[zii.hrs's solution](#)

**159.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2019-05-16 · PyPy 3 (first AC) · Tags: brute force, divide and conquer, interactive, math  
[zii.hrs's solution](#)

**160.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[zii.hrs's solution](#)

**161.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-13 · last AC: 2021-09-13 · PyPy 3 (first AC) · Tags: combinatorics, math  
[zii.hrs's solution](#)

**162.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory  
[zii.hrs's solution](#)

**163.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · PyPy 3 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[zii.hrs's solution](#)

**164.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, two pointers

[zii.hrs's solution](#)

**165.**

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-23 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory

[zii.hrs's solution](#)

**166.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-23 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[zii.hrs's solution](#)

**167.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[zii.hrs's solution](#)

**168.**

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[zii.hrs's solution](#)

**169.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms

[zii.hrs's solution](#)

**170.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[zii.hrs's solution](#)

**171.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: greedy, math

[zii.hrs's solution](#)

**172.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-06-02 · PyPy 3 (first AC) · Tags: brute force, dp, math

[zii.hrs's solution](#)

**173.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[zii.hrs's solution](#)

**174.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-10 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[zii.hrs's solution](#)

**175.**

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms  
[zii.hrs's solution](#)

**176.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[zii.hrs's solution](#)

**177.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-07-06 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive  
[zii.hrs's solution](#)

**178.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-12-08 · PyPy 3 (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[zii.hrs's solution](#)

**179.**

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[zii.hrs's solution](#)

**180.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-01 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, implementation, trees  
[zii.hrs's solution](#)

**181.**

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: dp, graphs, greedy  
[zii.hrs's solution](#)

**182.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-18 · PyPy 3 (first AC) · Tags: data structures, dp, math  
[zii.hrs's solution](#)

**183.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: brute force, dp, greedy  
[zii.hrs's solution](#)

**184.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation  
[zii.hrs's solution](#)

**185.**

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-30 · last AC: 2020-06-30 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

[zii.hrs's solution](#)

**186.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[zii.hrs's solution](#)

**187.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[zii.hrs's solution](#)

**188.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, sortings

[zii.hrs's solution](#)

**189.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: math, number theory

[zii.hrs's solution](#)

**190.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-22 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math

[zii.hrs's solution](#)

**191.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[zii.hrs's solution](#)

**192.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-26 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[zii.hrs's solution](#)

**193.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[zii.hrs's solution](#)

**194.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[zii.hrs's solution](#)

**195.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, two pointers  
[zii.hrs's solution](#)

**196.**

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-27 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, implementation, strings  
[zii.hrs's solution](#)

**197.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math  
[zii.hrs's solution](#)

**198.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths  
[zii.hrs's solution](#)

**199.**

1362D

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

Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings  
[zii.hrs's solution](#)

**200.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: binary search, math  
[zii.hrs's solution](#)

**201.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[zii.hrs's solution](#)

**202.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[zii.hrs's solution](#)

**203.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings  
[zii.hrs's solution](#)

**204.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math  
[zii.hrs's solution](#)

**205.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[zii.hrs's solution](#)

**206.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, interactive, math

[zii.hrs's solution](#)

**207.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-07 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[zii.hrs's solution](#)

**208.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[zii.hrs's solution](#)

**209.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-18 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[zii.hrs's solution](#)

**210.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-27 · PyPy 3 (first AC) · Tags: dp

[zii.hrs's solution](#)

**211.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1800 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zii.hrs's solution](#)

**212.**

1801C

[Music Festival](#) · [Tutorial](#)

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

[zii.hrs's solution](#)

**213.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, sortings

[zii.hrs's solution](#)

**214.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[zii.hrs's solution](#)

**215.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[zii.hrs's solution](#)

## 216.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, math, sortings

[zii.hrs's solution](#)

## 217.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · last AC: 2021-12-02 · PyPy 3-64 (first AC) · Tags: dp, math

[zii.hrs's solution](#)

## 218.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-13 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[zii.hrs's solution](#)

## 219.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-09 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[zii.hrs's solution](#)

## 220.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: data structures, greedy, strings

[zii.hrs's solution](#)

## 221.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-08 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[zii.hrs's solution](#)

## 222.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · last AC: 2020-07-01 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[zii.hrs's solution](#)

## 223.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, math, trees

[zii.hrs's solution](#)

## 224.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[zii.hrs's solution](#)

## 225.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · last AC: 2020-06-07 · PyPy 3 (first AC) · Tags: brute force, constructive

algorithms

[zii.hrs's solution](#)

**226.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-05 · last AC: 2022-08-05 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[zii.hrs's solution](#)

**227.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-05 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[zii.hrs's solution](#)

**228.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[zii.hrs's solution](#)

**229.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · last AC: 2021-12-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[zii.hrs's solution](#)

**230.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[zii.hrs's solution](#)

**231.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-17 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation, sortings

[zii.hrs's solution](#)

**232.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[zii.hrs's solution](#)

**233.**

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: dp

[zii.hrs's solution](#)

**234.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[zii.hrs's solution](#)

**235.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-22 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[zii.hrs's solution](#)

**236.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zii.hrs's solution](#)

**237.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-07-10 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory

[zii.hrs's solution](#)

**238.**

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[zii.hrs's solution](#)

**239.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zii.hrs's solution](#)

**240.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[zii.hrs's solution](#)

**241.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[zii.hrs's solution](#)

**242.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[zii.hrs's solution](#)

**243.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[zii.hrs's solution](#)

**244.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

[zii.hrs's solution](#)

**245.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-14 · PyPy 3 (first AC) · Tags: brute force, dp, games, greedy

[zii.hrs's solution](#)

**246.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zii.hrs's solution](#)

**247.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

[zii.hrs's solution](#)

**248.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[zii.hrs's solution](#)

**249.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[zii.hrs's solution](#)

**250.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · last AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, sortings

[zii.hrs's solution](#)

**251.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[zii.hrs's solution](#)

**252.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[zii.hrs's solution](#)

**253.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[zii.hrs's solution](#)

**254.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-31 · last AC: 2020-07-31 · PyPy 3 (first AC) · Tags: math, number theory

[zii.hrs's solution](#)

**255.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[zii.hrs's solution](#)

**256.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · last AC: 2022-07-05 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

[zii.hrs's solution](#)

**257.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, number theory

[zii.hrs's solution](#)

**258.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · PyPy 3 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[zii.hrs's solution](#)

**259.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · PyPy 3 (first AC) · Tags: constructive algorithms, divide and conquer

[zii.hrs's solution](#)

**260.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-25 · last AC: 2020-07-25 · PyPy 3 (first AC) · Tags: data structures, dsu, implementation, trees

[zii.hrs's solution](#)

**261.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-20 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation, trees

[zii.hrs's solution](#)

**262.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · last AC: 2020-07-02 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[zii.hrs's solution](#)

**263.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-25 · last AC: 2022-07-25 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[zii.hrs's solution](#)

**264.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[zii.hrs's solution](#)

**265.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-20 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp

[zii.hrs's solution](#)

**266.**

1591E

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

Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[zii.hrs's solution](#)

**267.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[zii.hrs's solution](#)

**268.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · last AC: 2020-09-30 · PyPy 3 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[zii.hrs's solution](#)

**269.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zii.hrs's solution](#)

**270.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[zii.hrs's solution](#)

**271.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[zii.hrs's solution](#)

**272.**

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[zii.hrs's solution](#)

**273.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-01 · last AC: 2020-07-01 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[zii.hrs's solution](#)

**274.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · last AC: 2020-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy

[zii.hrs's solution](#)

**275.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-28 · last AC: 2022-05-28 · PyPy 3-64 (first AC) · Tags: data structures, dp,

matrices, shortest paths

[zii.hrs's solution](#)

**276.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-13 · last AC: 2021-09-13 · PyPy 3 (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[zii.hrs's solution](#)

**277.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[zii.hrs's solution](#)

**278.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[zii.hrs's solution](#)

**279.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zii.hrs's solution](#)

**280.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[zii.hrs's solution](#)

**281.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[zii.hrs's solution](#)

**282.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-14 · last AC: 2020-06-14 · PyPy 3 (first AC) · Tags: binary search, dp, geometry, graphs

[zii.hrs's solution](#)

**283.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-16 · last AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[zii.hrs's solution](#)

**284.**

101341A

[Streets of Working Lanterns - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · PyPy 3-64 (first AC) · Tags: —

[zii.hrs's solution](#)

**285.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zii.hrs's solution](#)

**286.**

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**287.**

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**288.**

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**289.**

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**290.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**291.**

102694A

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

Rating: — · first AC: 2020-08-18 · last AC: 2020-08-18 · PyPy 3 (first AC) · Tags: —

[zii.hrs's solution](#)

**292.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**293.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**294.**

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**295.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**296.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**297.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[zii.hrs's solution](#)

**298.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: —

[zii.hrs's solution](#)

**299.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: —

[zii.hrs's solution](#)

**300.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: —

[zii.hrs's solution](#)