

Unique solved — zjjws

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2183A

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2.

2182B

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2182A

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4.

2180B

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5.

2180A

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6.

2178A

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7.

2162A

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8.

2050A

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9.

2051B

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10.

2051A

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11.

2114A

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12.

2149B

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13.

2149A

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14.

2008C

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15.

2008B

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16.

2008A

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17.

2144A

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18.

2137A

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19.

2131A

[Lever](#) · [Tutorial](#)

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20.

2131B

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21.

2037B

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22.

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23.

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24.

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25.

2123A

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26.

2132A

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27.

2074B

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28.

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29.

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30.

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31.

2098A

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32.

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33.

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34.

1538B

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35.

1538A

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36.

2092A

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37.

1624A

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38.

2070A

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39.

2057A

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40.

2040A

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41.

2038J

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42.

2038N

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43.

1660A

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44.

672A

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45.

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46.

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47.

2010B

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48.

2010A

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49.

2001B

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50.

2001A

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52.

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54.

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55.

1978B

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56.

1978A

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57.

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58.

1957A

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59.

1956A

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60.

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61.

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62.

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66.

1919A

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67.

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68.

1917A

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69.

1909A

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70.

1913A

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71.

1886A

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72.

1881A

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73.

1864A

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74.

1863A

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75.

1607A

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76.

1583A

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77.

1549B

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78.

1549A

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79.

1554A

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80.

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81.

1530B

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82.

1530A

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83.

1550A

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84.

1539B

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85.

1534A

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86.

1515A

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87.

1504A

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88.

1517A

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89.

1498A

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90.

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91.

1484A

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92.

1499A

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93.

1493A

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94.

1492A

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95.

1487A

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96.

1480A

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97.

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98.

1478A

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99.

1472B

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100.

1472A

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101.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy

[zjw's solution](#)

102.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[zjw's solution](#)

103.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: brute force, math

[zijws's solution](#)

104.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · last AC: 2020-12-23 · GNU C++11 (first AC) · Tags: math, probabilities

[zijws's solution](#)

105.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: implementation

[zijws's solution](#)

106.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: math

[zijws's solution](#)

107.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, math

[zijws's solution](#)

108.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[zijws's solution](#)

109.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zijws's solution](#)

110.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,140 global accepts · Rating: 900 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zijws's solution](#)

111.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,463 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[zijws's solution](#)

112.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[zijws's solution](#)

113.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zijws's solution](#)

114.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zijws's solution](#)

115.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,939 global accepts · Rating: 900 · first AC: 2025-03-15 · last AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zijws's solution](#)

116.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[zijws's solution](#)

117.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[zijws's solution](#)

118.

2005A

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

Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[zijws's solution](#)

119.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[zijws's solution](#)

120.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-19 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[zijws's solution](#)

121.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-25 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[zijws's solution](#)

122.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[zijws's solution](#)

123.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,445 global accepts · Rating: 900 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[zijws's solution](#)

124.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zijws's solution](#)

125.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[zijws's solution](#)

126.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-08 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[zijws's solution](#)

127.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-08 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zijws's solution](#)

128.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[zijws's solution](#)

129.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[zijws's solution](#)

130.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[zijws's solution](#)

131.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: brute force, dp, math

[zijws's solution](#)

132.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: math, number theory

[zijws's solution](#)

133.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[zijws's solution](#)

134.

1471A

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

Quality: 38,205 global accepts · Rating: 900 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[zjws's solution](#)

135.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: implementation, number theory

[zjws's solution](#)

136.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: implementation, math

[zjws's solution](#)

137.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[zjws's solution](#)

138.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zjws's solution](#)

139.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zjws's solution](#)

140.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zjws's solution](#)

141.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zjws's solution](#)

142.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[zjws's solution](#)

143.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zjws's solution](#)

144.

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[zijws's solution](#)

145.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[zijws's solution](#)

146.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zijws's solution](#)

147.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[zijws's solution](#)

148.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[zijws's solution](#)

149.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[zijws's solution](#)

150.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[zijws's solution](#)

151.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[zijws's solution](#)

152.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: strings
[zijws's solution](#)

153.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[zijws's solution](#)

154.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zjws's solution](#)

155.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[zjws's solution](#)

156.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[zjws's solution](#)

157.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[zjws's solution](#)

158.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[zjws's solution](#)

159.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[zjws's solution](#)

160.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy
[zjws's solution](#)

161.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zjws's solution](#)

162.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[zjws's solution](#)

163.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[zjws's solution](#)

164.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zjw's solution](#)

165.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[zjw's solution](#)

166.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math

[zjw's solution](#)

167.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[zjw's solution](#)

168.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zjw's solution](#)

169.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[zjw's solution](#)

170.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[zjw's solution](#)

171.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[zjw's solution](#)

172.

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

[zjw's solution](#)

173.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zjw's solution](#)

174.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zjw's solution](#)

175.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[zjw's solution](#)

176.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zjw's solution](#)

177.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[zjw's solution](#)

178.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[zjw's solution](#)

179.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-09-08 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zjw's solution](#)

180.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-09-07 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zjw's solution](#)

181.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-09-07 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[zjw's solution](#)

182.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[zjw's solution](#)

183.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[zjw's solution](#)

184.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[zjws's solution](#)

185.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-31 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[zjws's solution](#)

186.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[zjws's solution](#)

187.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[zjws's solution](#)

188.

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: brute force, greedy

[zjws's solution](#)

189.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[zjws's solution](#)

190.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, strings

[zjws's solution](#)

191.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: math

[zjws's solution](#)

192.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, greedy

[zjws's solution](#)

193.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2020-11-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: implementation

[zjws's solution](#)

194.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: 1100 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[zjws's solution](#)

195.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[zijws's solution](#)

196.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[zijws's solution](#)

197.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[zijws's solution](#)

198.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zijws's solution](#)

199.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-10-11 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[zijws's solution](#)

200.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,351 global accepts · Rating: 1200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: strings

[zijws's solution](#)

201.

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[zijws's solution](#)

202.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[zijws's solution](#)

203.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[zijws's solution](#)

204.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zijws's solution](#)

205.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[zjws's solution](#)

206.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zjws's solution](#)

207.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[zjws's solution](#)

208.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zjws's solution](#)

209.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zjws's solution](#)

210.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[zjws's solution](#)

211.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zjws's solution](#)

212.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,753 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zjws's solution](#)

213.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[zjws's solution](#)

214.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[zjws's solution](#)

215.

1909B

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

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zjw's solution](#)

216.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-21 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[zjw's solution](#)

217.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-19 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[zjw's solution](#)

218.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-25 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[zjw's solution](#)

219.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[zjw's solution](#)

220.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[zjw's solution](#)

221.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zjw's solution](#)

222.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[zjw's solution](#)

223.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[zjw's solution](#)

224.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2021-04-27 · last AC: 2021-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zjw's solution](#)

225.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zjw's solution](#)

226.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, implementation, math

[zjw's solution](#)

227.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: math, number theory

[zjw's solution](#)

228.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[zjw's solution](#)

229.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[zjw's solution](#)

230.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[zjw's solution](#)

231.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[zjw's solution](#)

232.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2020-11-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: implementation

[zjw's solution](#)

233.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: brute force

[zjw's solution](#)

234.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: greedy

[zjw's solution](#)

235.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,119 global accepts · Rating: 1200 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: sortings, two pointers

[zijws's solution](#)

236.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[zijws's solution](#)

237.

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[zijws's solution](#)

238.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[zijws's solution](#)

239.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[zijws's solution](#)

240.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, two pointers

[zijws's solution](#)

241.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[zijws's solution](#)

242.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zijws's solution](#)

243.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zijws's solution](#)

244.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[zijws's solution](#)

245.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[zijws's solution](#)

246.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[zijws's solution](#)

247.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[zijws's solution](#)

248.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[zijws's solution](#)

249.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[zijws's solution](#)

250.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-09-09 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[zijws's solution](#)

251.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-19 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[zijws's solution](#)

252.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[zijws's solution](#)

253.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[zijws's solution](#)

254.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[zijws's solution](#)

255.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[zjw's solution](#)

256.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[zjw's solution](#)

257.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zjw's solution](#)

258.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[zjw's solution](#)

259.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[zjw's solution](#)

260.

1471C

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

Rating: 1300 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[zjw's solution](#)

261.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[zjw's solution](#)

262.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[zjw's solution](#)

263.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,882 global accepts · Rating: 1300 · first AC: 2020-12-19 · last AC: 2020-12-23 · GNU C++11 (first AC) · Tags: dp, math

[zjw's solution](#)

264.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[zjw's solution](#)

265.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[zjw's solution](#)

266.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[zjw's solution](#)

267.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[zjw's solution](#)

268.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zjw's solution](#)

269.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[zjw's solution](#)

270.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[zjw's solution](#)

271.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[zjw's solution](#)

272.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[zjw's solution](#)

273.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[zjw's solution](#)

274.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[zjw's solution](#)

275.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation
[zjw's solution](#)

276.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1400 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[zjw's solution](#)

277.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[zjw's solution](#)

278.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
[zjw's solution](#)

279.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zjw's solution](#)

280.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[zjw's solution](#)

281.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, strings
[zjw's solution](#)

282.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[zjw's solution](#)

283.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers
[zjw's solution](#)

284.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[zjw's solution](#)

285.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[zijws's solution](#)

286.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zijws's solution](#)

287.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[zijws's solution](#)

288.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[zijws's solution](#)

289.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zijws's solution](#)

290.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[zijws's solution](#)

291.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[zijws's solution](#)

292.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zijws's solution](#)

293.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[zijws's solution](#)

294.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-25 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[zijws's solution](#)

295.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-07 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zjw's solution](#)

296.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,029 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[zjw's solution](#)

297.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[zjw's solution](#)

298.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[zjw's solution](#)

299.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zjw's solution](#)

300.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[zjw's solution](#)

301.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[zjw's solution](#)

302.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[zjw's solution](#)

303.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[zjw's solution](#)

304.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: dp, implementation

[zjw's solution](#)

305.

515C

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

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[zijws's solution](#)

306.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zijws's solution](#)

307.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zijws's solution](#)

308.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[zijws's solution](#)

309.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[zijws's solution](#)

310.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[zijws's solution](#)

311.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[zijws's solution](#)

312.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[zijws's solution](#)

313.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[zijws's solution](#)

314.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[zijws's solution](#)

315.

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
[zjws's solution](#)

316.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[zjws's solution](#)

317.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2021-04-13 · last AC: 2024-10-03 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[zjws's solution](#)

318.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2021-05-03 · last AC: 2024-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[zjws's solution](#)

319.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[zjws's solution](#)

320.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[zjws's solution](#)

321.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[zjws's solution](#)

322.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-19 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp
[zjws's solution](#)

323.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[zjws's solution](#)

324.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[zjws's solution](#)

325.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · last AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[zjws's solution](#)

326.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[zjws's solution](#)

327.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2021-02-28 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[zjws's solution](#)

328.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zjws's solution](#)

329.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[zjws's solution](#)

330.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[zjws's solution](#)

331.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[zjws's solution](#)

332.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[zjws's solution](#)

333.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2020-11-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy

[zjws's solution](#)

334.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[zjws's solution](#)

335.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[zjw's solution](#)

336.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules
[zjw's solution](#)

337.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[zjw's solution](#)

338.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
[zjw's solution](#)

339.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math
[zjw's solution](#)

340.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities
[zjw's solution](#)

341.

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
[zjw's solution](#)

342.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[zjw's solution](#)

343.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[zjw's solution](#)

344.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[zjws's solution](#)

345.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[zjws's solution](#)

346.

1957C

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

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zjws's solution](#)

347.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zjws's solution](#)

348.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zjws's solution](#)

349.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[zjws's solution](#)

350.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[zjws's solution](#)

351.

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[zjws's solution](#)

352.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[zjws's solution](#)

353.

1886C

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

Quality: 16,600 global accepts · Rating: 1600 · first AC: 2023-10-21 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[zjws's solution](#)

354.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zjws's solution](#)

355.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zijws's solution](#)

356.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[zijws's solution](#)

357.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zijws's solution](#)

358.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zijws's solution](#)

359.

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[zijws's solution](#)

360.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[zijws's solution](#)

361.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[zijws's solution](#)

362.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, interactive

[zijws's solution](#)

363.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[zijws's solution](#)

364.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[zijws's solution](#)

365.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[zijws's solution](#)

366.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: math, number theory

[zijws's solution](#)

367.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: math, number theory

[zijws's solution](#)

368.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp, strings

[zijws's solution](#)

369.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, math

[zijws's solution](#)

370.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zijws's solution](#)

371.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[zijws's solution](#)

372.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2025-10-15 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[zijws's solution](#)

373.

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

[zijws's solution](#)

374.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zijws's solution](#)

375.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[zjjws's solution](#)

376.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[zjjws's solution](#)

377.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[zjjws's solution](#)

378.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[zjjws's solution](#)

379.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[zjjws's solution](#)

380.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[zjjws's solution](#)

381.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[zjjws's solution](#)

382.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[zjjws's solution](#)

383.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[zjjws's solution](#)

384.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[zjw's solution](#)

385.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[zjw's solution](#)

386.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[zjw's solution](#)

387.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees
[zjw's solution](#)

388.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-10 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[zjw's solution](#)

389.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[zjw's solution](#)

390.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[zjw's solution](#)

391.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
[zjw's solution](#)

392.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[zjw's solution](#)

393.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive
[zjw's solution](#)

394.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[zjws's solution](#)

395.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[zjws's solution](#)

396.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[zjws's solution](#)

397.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[zjws's solution](#)

398.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[zjws's solution](#)

399.

1480C

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

Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[zjws's solution](#)

400.

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-31 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[zjws's solution](#)

401.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[zjws's solution](#)

402.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[zjws's solution](#)

403.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · last AC: 2020-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zjws's solution](#)

404.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[zijws's solution](#)

405.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[zijws's solution](#)

406.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: data structures, implementation
[zijws's solution](#)

407.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: bitmasks, dp
[zijws's solution](#)

408.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings
[zijws's solution](#)

409.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[zijws's solution](#)

410.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
[zijws's solution](#)

411.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[zijws's solution](#)

412.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[zijws's solution](#)

413.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[zijws's solution](#)

414.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[zijws's solution](#)

415.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,478 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[zijws's solution](#)

416.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[zijws's solution](#)

417.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[zijws's solution](#)

418.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[zijws's solution](#)

419.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[zijws's solution](#)

420.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[zijws's solution](#)

421.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[zijws's solution](#)

422.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[zijws's solution](#)

423.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[zijws's solution](#)

424.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[zjjws's solution](#)

425.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[zjjws's solution](#)

426.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[zjjws's solution](#)

427.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[zjjws's solution](#)

428.

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[zjjws's solution](#)

429.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[zjjws's solution](#)

430.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zjjws's solution](#)

431.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[zjjws's solution](#)

432.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[zjjws's solution](#)

433.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,934 global accepts · Rating: 1800 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[zjjws's solution](#)

434.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-24 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[zjw's solution](#)

435.

1038D

[Slime](#) · [Tutorial](#)

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

[zjw's solution](#)

436.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[zjw's solution](#)

437.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[zjw's solution](#)

438.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-04-14 · last AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[zjw's solution](#)

439.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[zjw's solution](#)

440.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[zjw's solution](#)

441.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[zjw's solution](#)

442.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[zjw's solution](#)

443.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[zjw's solution](#)

444.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[zijws's solution](#)

445.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2020-07-03 · last AC: 2020-07-03 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zijws's solution](#)

446.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[zijws's solution](#)

447.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[zijws's solution](#)

448.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[zijws's solution](#)

449.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zijws's solution](#)

450.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[zijws's solution](#)

451.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zijws's solution](#)

452.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[zijws's solution](#)

453.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[zijws's solution](#)

454.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[zjjws's solution](#)

455.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[zjjws's solution](#)

456.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[zjjws's solution](#)

457.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[zjjws's solution](#)

458.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zjjws's solution](#)

459.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[zjjws's solution](#)

460.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[zjjws's solution](#)

461.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zjjws's solution](#)

462.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[zjjws's solution](#)

463.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[zjw's solution](#)

464.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · last AC: 2024-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[zjw's solution](#)

465.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[zjw's solution](#)

466.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zjw's solution](#)

467.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[zjw's solution](#)

468.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[zjw's solution](#)

469.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[zjw's solution](#)

470.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[zjw's solution](#)

471.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zjw's solution](#)

472.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[zjw's solution](#)

473.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[zjws's solution](#)

474.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zjws's solution](#)

475.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[zjws's solution](#)

476.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[zjws's solution](#)

477.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-02-04 · last AC: 2021-03-31 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[zjws's solution](#)

478.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[zjws's solution](#)

479.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[zjws's solution](#)

480.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[zjws's solution](#)

481.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[zjws's solution](#)

482.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zjws's solution](#)

483.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-21 · last AC: 2021-02-21 · GNU C++11 (first AC) · Tags: binary search, interactive

[zjw's solution](#)

484.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zjw's solution](#)

485.

1480D1

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

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[zjw's solution](#)

486.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[zjw's solution](#)

487.

1478E

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

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[zjw's solution](#)

488.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-02-04 · last AC: 2021-02-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[zjw's solution](#)

489.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zjw's solution](#)

490.

1471D

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

Rating: 1900 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[zjw's solution](#)

491.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[zjw's solution](#)

492.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[zjw's solution](#)

493.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[zjz's solution](#)

494.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[zjz's solution](#)

495.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2020-07-02 · last AC: 2020-07-02 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[zjz's solution](#)

496.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[zjz's solution](#)

497.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[zjz's solution](#)

498.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[zjz's solution](#)

499.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[zjz's solution](#)

500.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[zjz's solution](#)

501.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[zjz's solution](#)

502.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[zjjws's solution](#)

503.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zjjws's solution](#)

504.

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

[zjjws's solution](#)

505.

2085D

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

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[zjjws's solution](#)

506.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[zjjws's solution](#)

507.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[zjjws's solution](#)

508.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-07-08 · last AC: 2025-02-04 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[zjjws's solution](#)

509.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zjjws's solution](#)

510.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures

[zjjws's solution](#)

511.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[zjjws's solution](#)

512.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[zjws's solution](#)

513.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[zjws's solution](#)

514.

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[zjws's solution](#)

515.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[zjws's solution](#)

516.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[zjws's solution](#)

517.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[zjws's solution](#)

518.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[zjws's solution](#)

519.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-05-05 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[zjws's solution](#)

520.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[zjws's solution](#)

521.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[zjws's solution](#)

522.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-04-13 · last AC: 2021-04-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[zjw's solution](#)

523.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[zjw's solution](#)

524.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[zjw's solution](#)

525.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[zjw's solution](#)

526.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms

[zjw's solution](#)

527.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: dp

[zjw's solution](#)

528.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: brute force, dp

[zjw's solution](#)

529.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp

[zjw's solution](#)

530.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp

[zjw's solution](#)

531.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2020-07-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zjw's solution](#)

532.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[zijws's solution](#)

533.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[zijws's solution](#)

534.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[zijws's solution](#)

535.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[zijws's solution](#)

536.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zijws's solution](#)

537.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[zijws's solution](#)

538.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[zijws's solution](#)

539.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[zijws's solution](#)

540.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[zijws's solution](#)

541.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[zijws's solution](#)

542.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zjw's solution](#)

543.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[zjw's solution](#)

544.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zjw's solution](#)

545.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[zjw's solution](#)

546.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[zjw's solution](#)

547.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[zjw's solution](#)

548.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zjw's solution](#)

549.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[zjw's solution](#)

550.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zjw's solution](#)

551.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[zjjws's solution](#)

552.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[zjjws's solution](#)

553.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[zjjws's solution](#)

554.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zjjws's solution](#)

555.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zjjws's solution](#)

556.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[zjjws's solution](#)

557.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[zjjws's solution](#)

558.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-21 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[zjjws's solution](#)

559.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-09-12 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[zjjws's solution](#)

560.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-09-07 · last AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[zjjws's solution](#)

561.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[zjw's solution](#)

562.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zjw's solution](#)

563.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[zjw's solution](#)

564.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[zjw's solution](#)

565.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dp

[zjw's solution](#)

566.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, math, number theory

[zjw's solution](#)

567.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[zjw's solution](#)

568.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zjw's solution](#)

569.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[zjw's solution](#)

570.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[zjw's solution](#)

571.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zjws's solution](#)

572.

1480D2

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

Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[zjws's solution](#)

573.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[zjws's solution](#)

574.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[zjws's solution](#)

575.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-02 · last AC: 2021-01-02 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[zjws's solution](#)

576.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-11-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zjws's solution](#)

577.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2020-11-22 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[zjws's solution](#)

578.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2026-02-24 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[zjws's solution](#)

579.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[zjws's solution](#)

580.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[zjws's solution](#)

581.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[zjws's solution](#)

582.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[zjws's solution](#)

583.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory
[zjws's solution](#)

584.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs
[zjws's solution](#)

585.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[zjws's solution](#)

586.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[zjws's solution](#)

587.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings
[zjws's solution](#)

588.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[zjws's solution](#)

589.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[zjws's solution](#)

590.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[zijws's solution](#)

591.

1938E

[Duplicates](#) · [Tutorial](#)

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

[zijws's solution](#)

592.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[zijws's solution](#)

593.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zijws's solution](#)

594.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[zijws's solution](#)

595.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[zijws's solution](#)

596.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[zijws's solution](#)

597.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zijws's solution](#)

598.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[zijws's solution](#)

599.

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[zijws's solution](#)

600.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[zjws's solution](#)

601.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[zjws's solution](#)

602.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[zjws's solution](#)

603.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[zjws's solution](#)

604.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zjws's solution](#)

605.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[zjws's solution](#)

606.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-07-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, strings, trees

[zjws's solution](#)

607.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[zjws's solution](#)

608.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[zjws's solution](#)

609.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[zjws's solution](#)

610.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[zjw's solution](#)

611.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[zjw's solution](#)

612.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[zjw's solution](#)

613.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[zjw's solution](#)

614.

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[zjw's solution](#)

615.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[zjw's solution](#)

616.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[zjw's solution](#)

617.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-05-07 · last AC: 2024-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zjw's solution](#)

618.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[zjw's solution](#)

619.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[zjw's solution](#)

620.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, hashing, trees

[zjws's solution](#)

621.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[zjws's solution](#)

622.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[zjws's solution](#)

623.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[zjws's solution](#)

624.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zjws's solution](#)

625.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[zjws's solution](#)

626.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zjws's solution](#)

627.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zjws's solution](#)

628.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[zjws's solution](#)

629.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[zjws's solution](#)

630.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[zjws's solution](#)

631.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory
[zijws's solution](#)

632.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
[zijws's solution](#)

633.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[zijws's solution](#)

634.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[zijws's solution](#)

635.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[zijws's solution](#)

636.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees
[zijws's solution](#)

637.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory
[zijws's solution](#)

638.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: string suffix structures
[zijws's solution](#)

639.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-03-26 · last AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[zijws's solution](#)

640.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-03-26 · last AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[zijws's solution](#)

641.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[zjws's solution](#)

642.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp

[zjws's solution](#)

643.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2020-11-23 · last AC: 2020-11-23 · GNU C++11 (first AC) · Tags: hashing, strings

[zjws's solution](#)

644.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zjws's solution](#)

645.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[zjws's solution](#)

646.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zjws's solution](#)

647.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: dp, greedy

[zjws's solution](#)

648.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, trees

[zjws's solution](#)

649.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-05-16 · last AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zjws's solution](#)

650.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zjws's solution](#)

651.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[zjw's solution](#)

652.

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, number theory

[zjw's solution](#)

653.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[zjw's solution](#)

654.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[zjw's solution](#)

655.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zjw's solution](#)

656.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[zjw's solution](#)

657.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zjw's solution](#)

658.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[zjw's solution](#)

659.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[zjw's solution](#)

660.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[zjw's solution](#)

661.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zijws's solution](#)

662.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[zijws's solution](#)

663.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[zijws's solution](#)

664.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[zijws's solution](#)

665.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[zijws's solution](#)

666.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[zijws's solution](#)

667.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[zijws's solution](#)

668.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[zijws's solution](#)

669.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-04-23 · last AC: 2021-04-23 · GNU C++11 (first AC) · Tags: data structures

[zijws's solution](#)

670.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[zijws's solution](#)

671.

1484F

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[zjw's solution](#)

672.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[zjw's solution](#)

673.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2020-12-03 · last AC: 2020-12-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices

[zjw's solution](#)

674.

177G1

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

Quality: 226 global accepts · Rating: 2400 · first AC: 2020-12-02 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: strings

[zjw's solution](#)

675.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-06 · last AC: 2020-07-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zjw's solution](#)

676.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[zjw's solution](#)

677.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[zjw's solution](#)

678.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[zjw's solution](#)

679.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[zjw's solution](#)

680.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math

[zjws's solution](#)

681.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[zjws's solution](#)

682.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[zjws's solution](#)

683.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[zjws's solution](#)

684.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zjws's solution](#)

685.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zjws's solution](#)

686.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zjws's solution](#)

687.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[zjws's solution](#)

688.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[zjws's solution](#)

689.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[zjws's solution](#)

690.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[zjjws's solution](#)

691.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[zjjws's solution](#)

692.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[zjjws's solution](#)

693.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[zjjws's solution](#)

694.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-24 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zjjws's solution](#)

695.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[zjjws's solution](#)

696.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[zjjws's solution](#)

697.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-25 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[zjjws's solution](#)

698.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[zjjws's solution](#)

699.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[zjjws's solution](#)

700.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[zijws's solution](#)

701.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[zijws's solution](#)

702.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-10-27 · last AC: 2020-10-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zijws's solution](#)

703.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2021-03-01 · last AC: 2026-02-25 · GNU C++11 (first AC) · Tags: geometry, number theory

[zijws's solution](#)

704.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[zijws's solution](#)

705.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[zijws's solution](#)

706.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[zijws's solution](#)

707.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[zijws's solution](#)

708.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[zijws's solution](#)

709.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[zijws's solution](#)

710.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[zjws's solution](#)

711.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[zjws's solution](#)

712.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[zjws's solution](#)

713.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[zjws's solution](#)

714.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zjws's solution](#)

715.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[zjws's solution](#)

716.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[zjws's solution](#)

717.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[zjws's solution](#)

718.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[zjws's solution](#)

719.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[zjws's solution](#)

720.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: bitmasks, interactive, number theory

[zjw's solution](#)

721.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-28 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[zjw's solution](#)

722.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[zjw's solution](#)

723.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[zjw's solution](#)

724.

177G2

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

Quality: 244 global accepts · Rating: 2600 · first AC: 2020-12-02 · last AC: 2020-12-02 · GNU C++11 (first AC) · Tags: matrices, strings

[zjw's solution](#)

725.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2020-11-30 · last AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[zjw's solution](#)

726.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-11-11 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[zjw's solution](#)

727.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[zjw's solution](#)

728.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory

[zjw's solution](#)

729.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[zjw's solution](#)

730.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing
[zijws's solution](#)

731.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation
[zijws's solution](#)

732.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers
[zijws's solution](#)

733.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[zijws's solution](#)

734.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2024-01-23 · last AC: 2024-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[zijws's solution](#)

735.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[zijws's solution](#)

736.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[zijws's solution](#)

737.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[zijws's solution](#)

738.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[zijws's solution](#)

739.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[zijws's solution](#)

740.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[zijws's solution](#)

741.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-04-18 · last AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[zijws's solution](#)

742.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-03-22 · last AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[zijws's solution](#)

743.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-02-25 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: math

[zijws's solution](#)

744.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dp

[zijws's solution](#)

745.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[zijws's solution](#)

746.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[zijws's solution](#)

747.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2025-10-09 · last AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[zijws's solution](#)

748.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[zijws's solution](#)

749.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[zijws's solution](#)

750.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[zijws's solution](#)

751.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[zijws's solution](#)

752.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dsu, implementation

[zijws's solution](#)

753.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

754.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2021-08-23 · last AC: 2025-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[zijws's solution](#)

755.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[zijws's solution](#)

756.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-26 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zijws's solution](#)

757.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: strings

[zijws's solution](#)

758.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-07-16 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zijws's solution](#)

759.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-02-19 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[zijws's solution](#)

760.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[zjws's solution](#)

761.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive
[zjws's solution](#)

762.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-07-09 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[zjws's solution](#)

763.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[zjws's solution](#)

764.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[zjws's solution](#)

765.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-08 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, greedy, trees
[zjws's solution](#)

766.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2020-10-20 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp
[zjws's solution](#)

767.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive
[zjws's solution](#)

768.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities
[zjws's solution](#)

769.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[zjws's solution](#)

770.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures

[zijws's solution](#)

771.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: —

[zijws's solution](#)

772.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-03-06 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: data structures, greedy

[zijws's solution](#)

773.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2021-02-24 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: flows, graphs

[zijws's solution](#)

774.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry

[zijws's solution](#)

775.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[zijws's solution](#)

776.

526G

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

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[zijws's solution](#)

777.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures

[zijws's solution](#)

778.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-28 · last AC: 2026-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zijws's solution](#)

779.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[zijws's solution](#)

780.

1119F

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

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-22 · last AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[zjw's solution](#)

781.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2021-03-04 · last AC: 2021-03-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zjw's solution](#)

782.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2026-03-31 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[zjw's solution](#)

783.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zjw's solution](#)

784.

104901F

[Say Hello to the Future](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

785.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · last AC: 2026-02-08 · GNU C++11 (first AC) · Tags: —

[zjw's solution](#)

786.

100923H

[Por Costel and the Match](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · last AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

787.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

788.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

789.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

790.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

791.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

792.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

793.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

794.

103069A

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

Rating: — · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

795.

105869L

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

796.

105869G

[Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

797.

105869J

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

Rating: — · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

798.

105869I

[Random Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

799.

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

800.

105869D

[Money in the Hat](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

801.

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

802.

106182K

[\\$k\\$ Operations](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

803.

106182H

[Heure de Rush](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

804.

106182G

[Goofy Songs](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

805.

106182F

[Framboise 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

806.

106182D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

807.

106182B

[Balatro](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

808.

106182A

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

809.

106161M

[Meeting for Meals](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

810.

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

811.

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

812.

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

813.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

814.

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

815.

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

816.

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

817.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

818.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

819.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

820.

106252J

[The Echoes of Chronos](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

821.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

822.

106252G

[Collision Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

823.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

824.

106252C

[Buggy Painting Software II](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

825.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

826.

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zjw's solution](#)

827.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

828.

103415L

[Dynamic Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

829.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · last AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

830.

105386C

[Stop the Castle 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

831.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

832.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

833.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

834.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zjw's solution](#)

835.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

836.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

837.

104076D

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

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

838.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

839.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

840.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

841.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

842.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

843.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

844.

105386K

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

845.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

846.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjw's solution](#)

847.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjw's solution](#)

848.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjw's solution](#)

849.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjw's solution](#)

850.

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjw's solution](#)

851.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjw's solution](#)

852.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

853.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

854.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

855.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

856.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

857.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

858.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

859.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

860.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

861.

104128I

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

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

862.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

863.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

864.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

865.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

866.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

867.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

868.

104976A

[Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

869.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

870.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

871.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

872.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

873.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

874.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

875.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

876.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

877.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

878.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjws's solution](#)

879.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

880.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

881.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

882.

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

883.

104857C

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

Rating: — · first AC: 2025-09-09 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

884.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

885.

104857I

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

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

886.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

887.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

888.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

889.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

890.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

891.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

892.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

893.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

894.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

895.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

896.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

897.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

898.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

899.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

900.

104090E

[Oscar is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

901.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

902.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

903.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

904.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

905.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

906.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

907.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

908.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

909.

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

910.

105471A

[An Easy Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

911.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zijws's solution](#)

912.

102822E

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

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

913.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

914.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

915.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

916.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

917.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

918.

105471I

[Max GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

919.

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

920.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

921.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

922.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

923.

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

924.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

925.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

926.

105632M

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

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

927.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

928.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

929.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zjw's solution](#)

930.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjw's solution](#)

931.

105578G

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

Rating: — · first AC: 2025-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjw's solution](#)

932.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjw's solution](#)

933.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjw's solution](#)

934.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

935.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

936.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

937.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

938.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

939.

104787D

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

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

940.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

941.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

942.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

943.

105851I

[g \ LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

944.

105709D

[Sample Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

945.

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

946.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

947.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

948.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

949.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

950.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

951.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

952.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

953.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

954.

105657M

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

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

955.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

956.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

957.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

958.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

959.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

960.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

961.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

962.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

963.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

964.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

965.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

966.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · Python 3 (first AC) · Tags: —
[zijws's solution](#)

967.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

968.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

969.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

970.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

971.

103446D

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

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

972.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

973.

104160A

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

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

974.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

975.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

976.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

977.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[zijws's solution](#)

978.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · Python 3 (first AC) · Tags: —

[zijws's solution](#)

979.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

980.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

981.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

982.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

983.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

984.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

985.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

986.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

987.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

988.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zijws's solution](#)

989.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

990.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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991.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

992.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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993.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

994.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

995.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

996.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[zijws's solution](#)

997.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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998.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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999.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[zijws's solution](#)

1000.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1001.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjws's solution](#)

1002.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1003.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1004.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1005.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1006.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjws's solution](#)

1007.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1008.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1009.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1010.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[zjws's solution](#)

1011.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1012.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1013.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1014.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1015.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1016.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1017.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1018.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1019.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1020.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1021.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1022.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1023.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1024.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[zjws's solution](#)

1025.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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1026.

1046330

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Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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1027.

104633J

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1028.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjws's solution](#)

1029.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjws's solution](#)

1030.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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1031.

104633E

[Landscape Generator](#) · [Tutorial](#)

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1032.

104639I

[Pa?sWorD](#) · [Tutorial](#)

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[zjws's solution](#)

1033.

104639G

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Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1034.

104639D

[Transitivity](#) · [Tutorial](#)

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[zjjws's solution](#)

1035.

104639J

[Minimum Manhattan Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1036.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1037.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

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[zjjws's solution](#)

1038.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[zjjws's solution](#)

1039.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[zjjws's solution](#)

1040.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[zjjws's solution](#)

1041.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[zjjws's solution](#)

1042.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[zjjws's solution](#)

1043.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1044.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1045.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1046.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1047.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1048.

102443L

[Time Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1049.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1050.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1051.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1052.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[zjjws's solution](#)

1053.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: —
[zjjws's solution](#)

1054.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: —
[zjjws's solution](#)

1055.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: —
[zjws's solution](#)

1056.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —
[zjws's solution](#)

1057.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: —
[zjws's solution](#)

1058.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: —
[zjws's solution](#)