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Unique solved — zlc1114

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

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

Filters: none

Count: 2,320

1.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)
2.

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)
3.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[zlc1114's solution](#)
4.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zlc1114's solution](#)
5.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[zlc1114's solution](#)
6.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[zlc1114's solution](#)
7.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zlc1114's solution](#)
8.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[zlc1114's solution](#)
9.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

10.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,147 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zlc1114's solution](#)

11.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,386 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[zlc1114's solution](#)

12.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[zlc1114's solution](#)

13.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,440 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zlc1114's solution](#)

14.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

15.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zlc1114's solution](#)

16.

1833C

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[zlc1114's solution](#)

17.

1833A

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Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

18.

1823A

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Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zlc1114's solution](#)

19.

1814A

[Coins](#) · [Tutorial](#)

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[zlc1114's solution](#)

20.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
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21.

1810B

[Candies](#) · [Tutorial](#)

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[zlc1114's solution](#)

22.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zlc1114's solution](#)

23.

1806A

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Quality: 43,484 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[zlc1114's solution](#)

24.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

25.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,208 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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26.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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27.

1791A

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

Quality: 80,636 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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28.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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29.

1790A

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

Quality: 41,053 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[zlc1114's solution](#)

30.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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31.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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32.

1777A

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

Quality: 44,032 global accepts · Rating: 800 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zlc1114's solution](#)

33.

1782A

[Parallel Projection](#) · [Tutorial](#)

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34.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[zlc1114's solution](#)

35.

1783A

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

Quality: 48,756 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[zlc1114's solution](#)

36.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[zlc1114's solution](#)

37.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
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38.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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39.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zlc1114's solution](#)

40.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zlc1114's solution](#)

41.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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42.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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43.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zlc1114's solution](#)

44.

1772B

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Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

45.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

46.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[zlc1114's solution](#)

47.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zlc1114's solution](#)

48.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zlc1114's solution](#)

49.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[zlc1114's solution](#)

50.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[zlc1114's solution](#)

51.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zlc1114's solution](#)

52.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[zlc1114's solution](#)

53.

1760B

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

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[zlc1114's solution](#)

54.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[zlc1114's solution](#)

55.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

56.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[zlc1114's solution](#)

57.

1761A

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Quality: 36,638 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[zlc1114's solution](#)

58.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math
[zlc1114's solution](#)

59.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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60.

1747A

[Two Groups](#) · [Tutorial](#)

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61.

1748A

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62.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

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[zlc1114's solution](#)

63.

1744B

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

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64.

1744A

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Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

65.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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66.

1741A

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Quality: 33,804 global accepts · Rating: 800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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67.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[zlc1114's solution](#)

68.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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69.

1729A

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Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: math
[zlc1114's solution](#)

70.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[zlc1114's solution](#)

71.

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

72.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[zlc1114's solution](#)

73.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zlc1114's solution](#)

74.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[zlc1114's solution](#)

75.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

76.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[zlc1114's solution](#)

77.

1713A

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Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation
[zlc1114's solution](#)

78.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[zlc1114's solution](#)

79.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zlc1114's solution](#)

80.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[zlc1114's solution](#)

81.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,782 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[zlc1114's solution](#)

82.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

83.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[zlc1114's solution](#)

84.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

85.

1692C

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

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zlc1114's solution](#)

86.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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87.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,764 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zlc1114's solution](#)

88.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

89.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games

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90.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[zlc1114's solution](#)

91.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[zlc1114's solution](#)

92.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

93.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,634 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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94.

1682A

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Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[zlc1114's solution](#)

95.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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96.

1688B

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greedy, sortings

[zlc1114's solution](#)

97.

1688A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

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98.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

99.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings

[zlc1114's solution](#)

100.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zlc1114's solution](#)

101.

1680A

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102.

1676C

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103.

1676B

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104.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,438 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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105.

1670A

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106.

1675A

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107.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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108.

1674B

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Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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109.

1674A

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Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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110.

1616A

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Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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111.

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

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112.

1672A

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[zlc1114's solution](#)

113.

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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114.

1658A

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115.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[zlc1114's solution](#)

116.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zlc1114's solution](#)

117.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zlc1114's solution](#)

118.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

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119.

1654A

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120.

1651B

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Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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121.

1651A

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122.

1647A

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123.

1638A

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124.

1637A

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125.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

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126.

1633B

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[zlc1114's solution](#)

127.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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128.

1567A

[Domino Disaster](#) · [Tutorial](#)

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[zlc1114's solution](#)

129.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

130.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

131.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

132.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[zlc1114's solution](#)

133.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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134.

1537A

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Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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135.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

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136.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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137.

1557A

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Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

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138.

1523A

[Game of Life](#) · [Tutorial](#)

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139.

1554A

[Cherry](#) · [Tutorial](#)

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[zlc1114's solution](#)

140.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[zlc1114's solution](#)

141.

1551B1

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142.

1551A

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[zlc1114's solution](#)

143.

1553A

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Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zlc1114's solution](#)

144.

1539B

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Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[zlc1114's solution](#)

145.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

146.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[zlc1114's solution](#)

147.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

148.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[zlc1114's solution](#)

149.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

150.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,464 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

151.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

152.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zlc1114's solution](#)

153.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[zlc1114's solution](#)

154.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

155.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: implementation, math

[zlc1114's solution](#)

156.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: greedy, math

[zlc1114's solution](#)

157.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,434 global accepts · Rating: 800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[zlc1114's solution](#)

158.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[zlc1114's solution](#)

159.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[zlc1114's solution](#)

160.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

[zlc1114's solution](#)

161.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[zlc1114's solution](#)

162.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,883 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zlc1114's solution](#)

163.

1270A

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Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: games, greedy, math

[zlc1114's solution](#)

164.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

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165.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

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166.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

167.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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168.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

169.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zlc1114's solution](#)

170.

1088A

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[zlc1114's solution](#)

171.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

172.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

173.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation

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174.

965A

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[zlc1114's solution](#)

175.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

176.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: games, math

[zlc1114's solution](#)

177.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, math

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178.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

179.

931A

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Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[zlc1114's solution](#)

180.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

181.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[zlc1114's solution](#)

182.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

183.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs

[zlc1114's solution](#)

184.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

185.

932A

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[zlc1114's solution](#)

186.

919A

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Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[zlc1114's solution](#)

187.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

188.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

189.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

190.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: geometry, implementation

[zlc1114's solution](#)

191.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

192.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: brute force, dp

[zlc1114's solution](#)

193.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

194.

884A

[Book Reading](#) · [Tutorial](#)

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[zlc1114's solution](#)

195.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

196.

873A

[Chores](#) · [Tutorial](#)

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[zlc1114's solution](#)

197.

867A

[Between the Offices](#) · [Tutorial](#)

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198.

855A

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Quality: 27,350 global accepts · Rating: 800 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[zlc1114's solution](#)

199.

854A

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Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[zlc1114's solution](#)

200.

851A

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201.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: games, math

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202.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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203.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[zlc1114's solution](#)

204.

818A

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Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

205.

821A

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

Quality: 8,989 global accepts · Rating: 800 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

206.

802G1

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Quality: 8,148 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zlc1114's solution](#)

207.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

208.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

209.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

210.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,283 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zlc1114's solution](#)

211.

785A

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

Quality: 110,971 global accepts · Rating: 800 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[zlc1114's solution](#)

212.

782A

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

Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zlc1114's solution](#)

213.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[zlc1114's solution](#)

214.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[zlc1114's solution](#)

215.

750A

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

Quality: 92,564 global accepts · Rating: 800 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[zlc1114's solution](#)

216.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

217.

752A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 800 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

218.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[zlc1114's solution](#)

219.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zlc1114's solution](#)

220.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zlc1114's solution](#)

221.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

222.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zlc1114's solution](#)

223.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,399 global accepts · Rating: 900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

224.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[zlc1114's solution](#)

225.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[zlc1114's solution](#)

226.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

227.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[zlc1114's solution](#)

228.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zlc1114's solution](#)

229.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[zlc1114's solution](#)

230.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

231.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[zlc1114's solution](#)

232.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

233.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zlc1114's solution](#)

234.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zlc1114's solution](#)

235.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[zlc1114's solution](#)

236.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[zlc1114's solution](#)

237.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zlc1114's solution](#)

238.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[zlc1114's solution](#)

239.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

240.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zlc1114's solution](#)

241.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

242.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zlc1114's solution](#)

243.

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

244.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[zlc1114's solution](#)

245.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

246.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)

247.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[zlc1114's solution](#)

248.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

249.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,205 global accepts · Rating: 900 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[zlc1114's solution](#)

250.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zlc1114's solution](#)

251.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[zlc1114's solution](#)

252.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,321 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

253.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zlc1114's solution](#)

254.

1543B

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

Quality: 24,479 global accepts · Rating: 900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[zlc1114's solution](#)

255.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,965 global accepts · Rating: 900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zlc1114's solution](#)

256.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[zlc1114's solution](#)

257.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[zlc1114's solution](#)

258.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[zlc1114's solution](#)

259.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[zlc1114's solution](#)

260.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,082 global accepts · Rating: 900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, data structures

[zlc1114's solution](#)

261.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: games

[zlc1114's solution](#)

262.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[zlc1114's solution](#)

263.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

264.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

265.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

266.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

267.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-02-03 · Python 3 (first AC) · Tags: greedy, strings

[zlc1114's solution](#)

268.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[zlc1114's solution](#)

269.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

270.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

271.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

272.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[zlc1114's solution](#)

273.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

274.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zlc1114's solution](#)

275.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

276.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

277.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

278.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 900 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zlc1114's solution](#)

279.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[zlc1114's solution](#)

280.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[zlc1114's solution](#)

281.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

282.

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

283.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

284.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

285.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

286.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

287.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

288.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[zlc1114's solution](#)

289.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

290.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

291.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

292.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

293.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

294.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zlc1114's solution](#)

295.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

296.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

297.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zlc1114's solution](#)

298.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 900 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

299.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zlc1114's solution](#)

300.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zlc1114's solution](#)

301.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zlc1114's solution](#)

302.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

303.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[zlc1114's solution](#)

304.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

305.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

306.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zlc1114's solution](#)

307.

1916B

[Two Divisors](#) · [Tutorial](#)

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

[zlc1114's solution](#)

308.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[zlc1114's solution](#)

309.

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,917 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zlc1114's solution](#)

310.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[zlc1114's solution](#)

311.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[zlc1114's solution](#)

312.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zlc1114's solution](#)

313.

1782B

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

Rating: 1000 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[zlc1114's solution](#)

314.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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315.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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316.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zlc1114's solution](#)

317.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zlc1114's solution](#)

318.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[zlc1114's solution](#)

319.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zlc1114's solution](#)

320.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory
[zlc1114's solution](#)

321.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[zlc1114's solution](#)

322.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zlc1114's solution](#)

323.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[zlc1114's solution](#)

324.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[zlc1114's solution](#)

325.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[zlc1114's solution](#)

326.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[zlc1114's solution](#)

327.

1690D

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

Quality: 47,054 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[zlc1114's solution](#)

328.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,969 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zlc1114's solution](#)

329.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[zlc1114's solution](#)

330.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[zlc1114's solution](#)

331.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[zlc1114's solution](#)

332.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[zlc1114's solution](#)

333.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zlc1114's solution](#)

334.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[zlc1114's solution](#)

335.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[zlc1114's solution](#)

336.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[zlc1114's solution](#)

337.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

338.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

339.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[zlc1114's solution](#)

340.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[zlc1114's solution](#)

341.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,861 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[zlc1114's solution](#)

342.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[zlc1114's solution](#)

343.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[zlc1114's solution](#)

344.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[zlc1114's solution](#)

345.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · Python 3 (first AC) · Tags: implementation, strings
[zlc1114's solution](#)

346.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-02-03 · Python 3 (first AC) · Tags: math, number theory
[zlc1114's solution](#)

347.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math
[zlc1114's solution](#)

348.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: implementation, sortings
[zlc1114's solution](#)

349.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[zlc1114's solution](#)

350.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: implementation, math
[zlc1114's solution](#)

351.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: math
[zlc1114's solution](#)

352.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

353.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

354.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

355.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[zlc1114's solution](#)

356.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

357.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

358.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: brute force
[zlc1114's solution](#)

359.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: greedy
[zlc1114's solution](#)

360.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

361.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[zlc1114's solution](#)

362.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[zlc1114's solution](#)

363.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: implementation, sortings
[zlc1114's solution](#)

364.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

365.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math
[zlc1114's solution](#)

366.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

367.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

368.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[zlc1114's solution](#)

369.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

370.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

371.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

372.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

373.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[zlc1114's solution](#)

374.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

375.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[zlc1114's solution](#)

376.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[zlc1114's solution](#)

377.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,548 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[zlc1114's solution](#)

378.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[zlc1114's solution](#)

379.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[zlc1114's solution](#)

380.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2016-12-07 · MS C++ (first AC) · Tags: implementation, math, number theory
[zlc1114's solution](#)

381.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-22 · MS C++ (first AC) · Tags: dp, greedy
[zlc1114's solution](#)

382.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zlc1114's solution](#)

383.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zlc1114's solution](#)

384.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[zlc1114's solution](#)

385.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[zlc1114's solution](#)

386.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,928 global accepts · Rating: 1100 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[zlc1114's solution](#)

387.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[zlc1114's solution](#)

388.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[zlc1114's solution](#)

389.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

390.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

391.

1791G1

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

Quality: 33,929 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

392.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,293 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[zlc1114's solution](#)

393.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[zlc1114's solution](#)

394.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

395.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

396.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[zlc1114's solution](#)

397.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zlc1114's solution](#)

398.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[zlc1114's solution](#)

399.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[zlc1114's solution](#)

400.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[zlc1114's solution](#)

401.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

402.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[zlc1114's solution](#)

403.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

404.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[zlc1114's solution](#)

405.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[zlc1114's solution](#)

406.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[zlc1114's solution](#)

407.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[zlc1114's solution](#)

408.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[zlc1114's solution](#)

409.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[zlc1114's solution](#)

410.

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[zlc1114's solution](#)

411.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[zlc1114's solution](#)

412.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings
[zlc1114's solution](#)

413.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[zlc1114's solution](#)

414.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[zlc1114's solution](#)

415.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[zlc1114's solution](#)

416.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[zlc1114's solution](#)

417.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zlc1114's solution](#)

418.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings
[zlc1114's solution](#)

419.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

420.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[zlc1114's solution](#)

421.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

422.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[zlc1114's solution](#)

423.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

424.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

425.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

426.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: math, number theory

[zlc1114's solution](#)

427.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy

[zlc1114's solution](#)

428.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,612 global accepts · Rating: 1100 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[zlc1114's solution](#)

429.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

430.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

431.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

432.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

433.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

434.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: games, math

[zlc1114's solution](#)

435.

869B

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

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

436.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

437.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: math, number theory

[zlc1114's solution](#)

438.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: geometry

[zlc1114's solution](#)

439.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

440.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

441.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

442.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,452 global accepts · Rating: 1100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

443.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[zlc1114's solution](#)

444.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,890 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[zlc1114's solution](#)

445.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

446.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zlc1114's solution](#)

447.

785B

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

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

448.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zlc1114's solution](#)

449.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,692 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

450.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[zlc1114's solution](#)

451.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[zlc1114's solution](#)

452.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

453.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zlc1114's solution](#)

454.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,518 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zlc1114's solution](#)

455.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[zlc1114's solution](#)

456.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[zlc1114's solution](#)

457.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[zlc1114's solution](#)

458.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[zlc1114's solution](#)

459.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[zlc1114's solution](#)

460.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[zlc1114's solution](#)

461.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[zlc1114's solution](#)

462.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

463.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[zlc1114's solution](#)

464.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[zlc1114's solution](#)

465.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,525 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zlc1114's solution](#)

466.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[zlc1114's solution](#)

467.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[zlc1114's solution](#)

468.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[zlc1114's solution](#)

469.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[zlc1114's solution](#)

470.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,294 global accepts · Rating: 1200 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[zlc1114's solution](#)

471.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

472.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,395 global accepts · Rating: 1200 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[zlc1114's solution](#)

473.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[zlc1114's solution](#)

474.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

475.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[zlc1114's solution](#)

476.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

477.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[zlc1114's solution](#)

478.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zlc1114's solution](#)

479.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[zlc1114's solution](#)

480.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zlc1114's solution](#)

481.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,469 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

482.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[zlc1114's solution](#)

483.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,495 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math
[zlc1114's solution](#)

484.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[zlc1114's solution](#)

485.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[zlc1114's solution](#)

486.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[zlc1114's solution](#)

487.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[zlc1114's solution](#)

488.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

489.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[zlc1114's solution](#)

490.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

491.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[zlc1114's solution](#)

492.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[zlc1114's solution](#)

493.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)

494.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[zlc1114's solution](#)

495.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

496.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zlc1114's solution](#)

497.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zlc1114's solution](#)

498.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[zlc1114's solution](#)

499.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zlc1114's solution](#)

500.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

[zlc1114's solution](#)

501.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[zlc1114's solution](#)

502.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[zlc1114's solution](#)

503.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[zlc1114's solution](#)

504.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: implementation, math
[zlc1114's solution](#)

505.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

506.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[zlc1114's solution](#)

507.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: greedy, sortings
[zlc1114's solution](#)

508.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

509.

958C1

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

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force
[zlc1114's solution](#)

510.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

511.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation
[zlc1114's solution](#)

512.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zlc1114's solution](#)

513.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[zlc1114's solution](#)

514.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zlc1114's solution](#)

515.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

516.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[zlc1114's solution](#)

517.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

518.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[zlc1114's solution](#)

519.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[zlc1114's solution](#)

520.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,639 global accepts · Rating: 1200 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

521.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

522.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy

[zlc1114's solution](#)

523.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[zlc1114's solution](#)

524.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

525.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

526.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

527.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: brute force, math

[zlc1114's solution](#)

528.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

529.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: brute force, two pointers

[zlc1114's solution](#)

530.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

531.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[zlc1114's solution](#)

532.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zlc1114's solution](#)

533.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

534.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

535.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zlc1114's solution](#)

536.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[zlc1114's solution](#)

537.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[zlc1114's solution](#)

538.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

539.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

540.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zlc1114's solution](#)

541.

776B

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

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[zlc1114's solution](#)

542.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[zlc1114's solution](#)

543.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zlc1114's solution](#)

544.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[zlc1114's solution](#)

545.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,050 global accepts · Rating: 1200 · first AC: 2016-12-14 · MS C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[zlc1114's solution](#)

546.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[zlc1114's solution](#)

547.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-12-05 · MS C++ (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

548.

1984C1

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

Quality: 20,154 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[zlc1114's solution](#)

549.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[zlc1114's solution](#)

550.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zlc1114's solution](#)

551.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[zlc1114's solution](#)

552.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[zlc1114's solution](#)

553.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[zlc1114's solution](#)

554.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zlc1114's solution](#)

555.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

556.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zlc1114's solution](#)

557.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[zlc1114's solution](#)

558.

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zlc1114's solution](#)

559.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[zlc1114's solution](#)

560.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[zlc1114's solution](#)

561.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[zlc1114's solution](#)

562.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[zlc1114's solution](#)

563.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[zlc1114's solution](#)

564.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zlc1114's solution](#)

565.

1741D

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

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[zlc1114's solution](#)

566.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[zlc1114's solution](#)

567.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[zlc1114's solution](#)

568.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[zlc1114's solution](#)

569.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[zlc1114's solution](#)

570.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[zlc1114's solution](#)

571.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[zlc1114's solution](#)

572.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees
[zlc1114's solution](#)

573.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

574.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math
[zlc1114's solution](#)

575.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[zlc1114's solution](#)

576.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[zlc1114's solution](#)

577.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[zlc1114's solution](#)

578.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[zlc1114's solution](#)

579.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[zlc1114's solution](#)

580.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zlc1114's solution](#)

581.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

582.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[zlc1114's solution](#)

583.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

584.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[zlc1114's solution](#)

585.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[zlc1114's solution](#)

586.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-02-03 · Python 3 (first AC) · Tags: greedy, sortings, two pointers

[zlc1114's solution](#)

587.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

588.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[zlc1114's solution](#)

589.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[zlc1114's solution](#)

590.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zlc1114's solution](#)

591.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, math

[zlc1114's solution](#)

592.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

593.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

594.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[zlc1114's solution](#)

595.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

596.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

597.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[zlc1114's solution](#)

598.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[zlc1114's solution](#)

599.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

600.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

601.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force
[zlc1114's solution](#)

602.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

603.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

604.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory
[zlc1114's solution](#)

605.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[zlc1114's solution](#)

606.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: math, number theory
[zlc1114's solution](#)

607.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: brute force
[zlc1114's solution](#)

608.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy
[zlc1114's solution](#)

609.

889A

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

Rating: 1300 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[zlc1114's solution](#)

610.

890C

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

Quality: 1300 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[zlc1114's solution](#)

611.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

612.

871A

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

Quality: 1300 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[zlc1114's solution](#)

613.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[zlc1114's solution](#)

614.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[zlc1114's solution](#)

615.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[zlc1114's solution](#)

616.

862B

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

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[zlc1114's solution](#)

617.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

618.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[zlc1114's solution](#)

619.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zlc1114's solution](#)

620.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · last AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

621.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

622.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[zlc1114's solution](#)

623.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

624.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[zlc1114's solution](#)

625.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

626.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

627.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[zlc1114's solution](#)

628.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[zlc1114's solution](#)

629.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zlc1114's solution](#)

630.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[zlc1114's solution](#)

631.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

632.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-12-05 · last AC: 2016-12-05 · MS C++ (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

633.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[zlc1114's solution](#)

634.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

635.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[zlc1114's solution](#)

636.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[zlc1114's solution](#)

637.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[zlc1114's solution](#)

638.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zlc1114's solution](#)

639.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zlc1114's solution](#)

640.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zlc1114's solution](#)

641.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[zlc1114's solution](#)

642.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

643.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[zlc1114's solution](#)

644.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zlc1114's solution](#)

645.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[zlc1114's solution](#)

646.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[zlc1114's solution](#)

647.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zlc1114's solution](#)

648.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[zlc1114's solution](#)

649.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[zlc1114's solution](#)

650.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[zlc1114's solution](#)

651.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

652.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[zlc1114's solution](#)

653.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zlc1114's solution](#)

654.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation
[zlc1114's solution](#)

655.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[zlc1114's solution](#)

656.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[zlc1114's solution](#)

657.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[zlc1114's solution](#)

658.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zlc1114's solution](#)

659.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[zlc1114's solution](#)

660.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[zlc1114's solution](#)

661.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[zlc1114's solution](#)

662.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[zlc1114's solution](#)

663.

1670C

[Where is the Pizza? · Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[zlc1114's solution](#)

664.

1654C

[Alice and the Cake · Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[zlc1114's solution](#)

665.

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[zlc1114's solution](#)

666.

1535C

[Unstable String · Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[zlc1114's solution](#)

667.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[zlc1114's solution](#)

668.

1548A

[Web of Lies · Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[zlc1114's solution](#)

669.

1551B2

[Wonderful Coloring - 2 · Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[zlc1114's solution](#)

670.

1520E

[Arranging The Sheep · Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[zlc1114's solution](#)

671.

1515C

[Phoenix and Towers · Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[zlc1114's solution](#)

672.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[zlc1114's solution](#)

673.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[zlc1114's solution](#)

674.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[zlc1114's solution](#)

675.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: greedy
[zlc1114's solution](#)

676.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[zlc1114's solution](#)

677.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[zlc1114's solution](#)

678.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: data structures, implementation
[zlc1114's solution](#)

679.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[zlc1114's solution](#)

680.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[zlc1114's solution](#)

681.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zlc1114's solution](#)

682.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

683.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: greedy, sortings
[zlc1114's solution](#)

684.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: math, number theory
[zlc1114's solution](#)

685.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[zlc1114's solution](#)

686.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

687.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[zlc1114's solution](#)

688.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search
[zlc1114's solution](#)

689.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: expression parsing, math
[zlc1114's solution](#)

690.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation
[zlc1114's solution](#)

691.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[zlc1114's solution](#)

692.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings
[zlc1114's solution](#)

693.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

694.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy

[zlc1114's solution](#)

695.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, games

[zlc1114's solution](#)

696.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

697.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[zlc1114's solution](#)

698.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[zlc1114's solution](#)

699.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[zlc1114's solution](#)

700.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[zlc1114's solution](#)

701.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

702.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[zlc1114's solution](#)

703.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: geometry, math

[zlc1114's solution](#)

704.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[zlc1114's solution](#)

705.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[zlc1114's solution](#)

706.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zlc1114's solution](#)

707.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

708.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[zlc1114's solution](#)

709.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

710.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[zlc1114's solution](#)

711.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[zlc1114's solution](#)

712.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[zlc1114's solution](#)

713.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zlc1114's solution](#)

714.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zlc1114's solution](#)

715.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[zlc1114's solution](#)

716.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[zlc1114's solution](#)

717.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[zlc1114's solution](#)

718.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zlc1114's solution](#)

719.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[zlc1114's solution](#)

720.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,762 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zlc1114's solution](#)

721.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[zlc1114's solution](#)

722.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

723.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[zlc1114's solution](#)

724.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[zlc1114's solution](#)

725.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

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726.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

727.

1690E

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Quality: 16,991 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zlc1114's solution](#)

728.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[zlc1114's solution](#)

729.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

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730.

1675E

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Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

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731.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

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732.

1673C

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Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[zlc1114's solution](#)

733.

1651C

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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[zlc1114's solution](#)

734.

1562C

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Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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735.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[zlc1114's solution](#)

736.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[zlc1114's solution](#)

737.

1551C

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Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

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738.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[zlc1114's solution](#)

739.

1542B

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Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zlc1114's solution](#)

740.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[zlc1114's solution](#)

741.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zlc1114's solution](#)

742.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[zlc1114's solution](#)

743.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[zlc1114's solution](#)

744.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[zlc1114's solution](#)

745.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[zlc1114's solution](#)

746.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, math
[zlc1114's solution](#)

747.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: implementation, strings
[zlc1114's solution](#)

748.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers
[zlc1114's solution](#)

749.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[zlc1114's solution](#)

750.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[zlc1114's solution](#)

751.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math
[zlc1114's solution](#)

752.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[zlc1114's solution](#)

753.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: dp, greedy
[zlc1114's solution](#)

754.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[zlc1114's solution](#)

755.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[zlc1114's solution](#)

756.

1114B

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Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[zlc1114's solution](#)

757.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[zlc1114's solution](#)

758.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[zlc1114's solution](#)

759.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

760.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

761.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1500 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: sortings

[zlc1114's solution](#)

762.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

763.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[zlc1114's solution](#)

764.

1010A

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Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: binary search, math

[zlc1114's solution](#)

765.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings

[zlc1114's solution](#)

766.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[zlc1114's solution](#)

767.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: greedy
[zlc1114's solution](#)

768.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

769.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: greedy
[zlc1114's solution](#)

770.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[zlc1114's solution](#)

771.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[zlc1114's solution](#)

772.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation
[zlc1114's solution](#)

773.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[zlc1114's solution](#)

774.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[zlc1114's solution](#)

775.

930A

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Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
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776.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[zlc1114's solution](#)

777.

908C

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Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math
[zlc1114's solution](#)

778.

901A

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Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, trees
[zlc1114's solution](#)

779.

891A

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Quality: 14,283 global accepts · Rating: 1500 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory
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780.

887C

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Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

781.

884C

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Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math
[zlc1114's solution](#)

782.

877B

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Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: brute force, dp
[zlc1114's solution](#)

783.

875B

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Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers
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784.

873B

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Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dp, implementation
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785.

868C

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Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
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786.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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787.

864C

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Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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788.

855B

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Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[zlc1114's solution](#)

789.

863B

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Quality: 10,936 global accepts · Rating: 1500 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[zlc1114's solution](#)

790.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: implementation
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791.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

792.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

793.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy
[zlc1114's solution](#)

794.

839C

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Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
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795.

825D

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Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
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796.

821C

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Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[zlc1114's solution](#)

797.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings
[zlc1114's solution](#)

798.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[zlc1114's solution](#)

799.

810C

[Do you want a date? · Tutorial](#)

Rating: 1500 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[zlc1114's solution](#)

800.

697C

[Lorenzo Von Matterhorn · Tutorial](#)

Rating: 1500 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[zlc1114's solution](#)

801.

791C

[Bear and Different Names · Tutorial](#)

Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zlc1114's solution](#)

802.

791B

[Bear and Friendship Condition · Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zlc1114's solution](#)

803.

724B

[Batch Sort · Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[zlc1114's solution](#)

804.

761C

[Dasha and Password · Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[zlc1114's solution](#)

805.

752B

[Santa Claus and Keyboard Check · Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[zlc1114's solution](#)

806.

749C

[Voting · Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[zlc1114's solution](#)

807.

743C

[Vladik and fractions · Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2016-12-14 · MS C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zlc1114's solution](#)

808.

742B

[Arpa's obvious problem and Mehrdad's terrible solution · Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-07 · MS C++ (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

809.

1938H

[Pho Restaurant · Tutorial](#)

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

[zlc1114's solution](#)

810.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

811.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

812.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zlc1114's solution](#)

813.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[zlc1114's solution](#)

814.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[zlc1114's solution](#)

815.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlc1114's solution](#)

816.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[zlc1114's solution](#)

817.

1782C

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

Rating: 1600 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zlc1114's solution](#)

818.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[zlc1114's solution](#)

819.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)

820.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[zlc1114's solution](#)

821.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zlc1114's solution](#)

822.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zlc1114's solution](#)

823.

1748C

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

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zlc1114's solution](#)

824.

1741E

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

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zlc1114's solution](#)

825.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[zlc1114's solution](#)

826.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zlc1114's solution](#)

827.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[zlc1114's solution](#)

828.

1688D

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

Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[zlc1114's solution](#)

829.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zlc1114's solution](#)

830.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[zlc1114's solution](#)

831.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[zlc1114's solution](#)

832.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zlc1114's solution](#)

833.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[zlc1114's solution](#)

834.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zlc1114's solution](#)

835.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zlc1114's solution](#)

836.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[zlc1114's solution](#)

837.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[zlc1114's solution](#)

838.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[zlc1114's solution](#)

839.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[zlc1114's solution](#)

840.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zlc1114's solution](#)

841.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[zlc1114's solution](#)

842.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[zlc1114's solution](#)

843.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[zlc1114's solution](#)

844.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[zlc1114's solution](#)

845.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[zlc1114's solution](#)

846.

1373D

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[zlc1114's solution](#)

847.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[zlc1114's solution](#)

848.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

849.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

850.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[zlc1114's solution](#)

851.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: implementation, sortings
[zlc1114's solution](#)

852.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: dp, implementation
[zlc1114's solution](#)

853.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings
[zlc1114's solution](#)

854.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy
[zlc1114's solution](#)

855.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

856.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers
[zlc1114's solution](#)

857.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: geometry, implementation
[zlc1114's solution](#)

858.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths
[zlc1114's solution](#)

859.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, trees
[zlc1114's solution](#)

860.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[zlc1114's solution](#)

861.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

862.

966A

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

Rating: 1600 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[zlc1114's solution](#)

863.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, math

[zlc1114's solution](#)

864.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

865.

956B

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

Rating: 1600 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[zlc1114's solution](#)

866.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

867.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[zlc1114's solution](#)

868.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[zlc1114's solution](#)

869.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

870.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[zlc1114's solution](#)

871.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[zlc1114's solution](#)

872.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: geometry

[zlc1114's solution](#)

873.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[zlc1114's solution](#)

874.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, two pointers

[zlc1114's solution](#)

875.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[zlc1114's solution](#)

876.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

877.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: brute force, number theory

[zlc1114's solution](#)

878.

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zlc1114's solution](#)

879.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[zlc1114's solution](#)

880.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

881.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[zlc1114's solution](#)

882.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

883.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: dp, implementation

[zlc1114's solution](#)

884.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[zlc1114's solution](#)

885.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

886.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[zlc1114's solution](#)

887.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[zlc1114's solution](#)

888.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · last AC: 2017-09-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[zlc1114's solution](#)

889.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, geometry

[zlc1114's solution](#)

890.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

891.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: implementation, strings

[zlc1114's solution](#)

892.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zlc1114's solution](#)

893.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

894.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation,

sortings

[zlc1114's solution](#)

895.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[zlc1114's solution](#)

896.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[zlc1114's solution](#)

897.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[zlc1114's solution](#)

898.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · last AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[zlc1114's solution](#)

899.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[zlc1114's solution](#)

900.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[zlc1114's solution](#)

901.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[zlc1114's solution](#)

902.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[zlc1114's solution](#)

903.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[zlc1114's solution](#)

904.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[zlc1114's solution](#)

905.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[zlc1114's solution](#)

906.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zlc1114's solution](#)

907.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[zlc1114's solution](#)

908.

764C

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

Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[zlc1114's solution](#)

909.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zlc1114's solution](#)

910.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-07 · MS C++ (first AC) · Tags: dfs and similar, dp, dsu

[zlc1114's solution](#)

911.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-07 · MS C++ (first AC) · Tags: dfs and similar, math

[zlc1114's solution](#)

912.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[zlc1114's solution](#)

913.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[zlc1114's solution](#)

914.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[zlc1114's solution](#)

915.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, geometry, greedy, interactive, math

[zlc1114's solution](#)

916.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[zlc1114's solution](#)

917.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zlc1114's solution](#)

918.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[zlc1114's solution](#)

919.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zlc1114's solution](#)

920.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,145 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[zlc1114's solution](#)

921.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[zlc1114's solution](#)

922.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[zlc1114's solution](#)

923.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zlc1114's solution](#)

924.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[zlc1114's solution](#)

925.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory,

sortings, two pointers

[zlc1114's solution](#)

926.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zlc1114's solution](#)

927.

1779D

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

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

[zlc1114's solution](#)

928.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[zlc1114's solution](#)

929.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[zlc1114's solution](#)

930.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[zlc1114's solution](#)

931.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[zlc1114's solution](#)

932.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[zlc1114's solution](#)

933.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[zlc1114's solution](#)

934.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[zlc1114's solution](#)

935.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, number theory

[zlc1114's solution](#)

936.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zlc1114's solution](#)

937.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,212 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[zlc1114's solution](#)

938.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[zlc1114's solution](#)

939.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zlc1114's solution](#)

940.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[zlc1114's solution](#)

941.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zlc1114's solution](#)

942.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings

[zlc1114's solution](#)

943.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[zlc1114's solution](#)

944.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zlc1114's solution](#)

945.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs,

greedy, interactive, sortings

[zlc1114's solution](#)

946.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zlc1114's solution](#)

947.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[zlc1114's solution](#)

948.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[zlc1114's solution](#)

949.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zlc1114's solution](#)

950.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

951.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[zlc1114's solution](#)

952.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[zlc1114's solution](#)

953.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[zlc1114's solution](#)

954.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[zlc1114's solution](#)

955.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

956.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zlc1114's solution](#)

957.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[zlc1114's solution](#)

958.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[zlc1114's solution](#)

959.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zlc1114's solution](#)

960.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: dp, greedy

[zlc1114's solution](#)

961.

1393C

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

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

[zlc1114's solution](#)

962.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[zlc1114's solution](#)

963.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[zlc1114's solution](#)

964.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

965.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

966.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[zlc1114's solution](#)

967.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, greedy
[zlc1114's solution](#)

968.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings
[zlc1114's solution](#)

969.

1086B

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

Rating: 1700 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: greedy, implementation, trees
[zlc1114's solution](#)

970.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy
[zlc1114's solution](#)

971.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu
[zlc1114's solution](#)

972.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[zlc1114's solution](#)

973.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-04 · PyPy 3 (first AC) · Tags: binary search, brute force, divide and conquer, math
[zlc1114's solution](#)

974.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · Python 3 (first AC) · Tags: brute force, implementation, math
[zlc1114's solution](#)

975.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[zlc1114's solution](#)

976.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

977.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zlc1114's solution](#)

978.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[zlc1114's solution](#)

979.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[zlc1114's solution](#)

980.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[zlc1114's solution](#)

981.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[zlc1114's solution](#)

982.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[zlc1114's solution](#)

983.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[zlc1114's solution](#)

984.

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[zlc1114's solution](#)

985.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[zlc1114's solution](#)

986.

966B

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

Rating: 1700 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[zlc1114's solution](#)

987.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[zlc1114's solution](#)

988.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[zlc1114's solution](#)

989.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)

990.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

991.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[zlc1114's solution](#)

992.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[zlc1114's solution](#)

993.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: hashing, strings

[zlc1114's solution](#)

994.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[zlc1114's solution](#)

995.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[zlc1114's solution](#)

996.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: dp, greedy

[zlc1114's solution](#)

997.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[zlc1114's solution](#)

998.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[zlc1114's solution](#)

999.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[zlc1114's solution](#)

1000.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[zlc1114's solution](#)

1001.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[zlc1114's solution](#)

1002.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[zlc1114's solution](#)

1003.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

1004.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[zlc1114's solution](#)

1005.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[zlc1114's solution](#)

1006.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-12 · last AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[zlc1114's solution](#)

1007.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

1008.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[zlc1114's solution](#)

1009.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[zlc1114's solution](#)

1010.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[zlc1114's solution](#)

1011.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[zlc1114's solution](#)

1012.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2017-04-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[zlc1114's solution](#)

1013.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[zlc1114's solution](#)

1014.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-04-02 · last AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[zlc1114's solution](#)

1015.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-03-31 · last AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[zlc1114's solution](#)

1016.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[zlc1114's solution](#)

1017.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[zlc1114's solution](#)

1018.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[zlc1114's solution](#)

1019.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[zlc1114's solution](#)

1020.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[zlc1114's solution](#)

1021.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[zlc1114's solution](#)

1022.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[zlc1114's solution](#)

1023.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[zlc1114's solution](#)

1024.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[zlc1114's solution](#)

1025.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[zlc1114's solution](#)

1026.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[zlc1114's solution](#)

1027.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zlc1114's solution](#)

1028.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[zlc1114's solution](#)

1029.

1780D

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

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zlc1114's solution](#)

1030.

1782D

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

Rating: 1800 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[zlc1114's solution](#)

1031.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[zlc1114's solution](#)

1032.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zlc1114's solution](#)

1033.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[zlc1114's solution](#)

1034.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[zlc1114's solution](#)

1035.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[zlc1114's solution](#)

1036.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[zlc1114's solution](#)

1037.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[zlc1114's solution](#)

1038.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[zlc1114's solution](#)

1039.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[zlc1114's solution](#)

1040.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[zlc1114's solution](#)

1041.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[zlc1114's solution](#)

1042.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zlc1114's solution](#)

1043.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[zlc1114's solution](#)

1044.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[zlc1114's solution](#)

1045.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[zlc1114's solution](#)

1046.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[zlc1114's solution](#)

1047.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[zlc1114's solution](#)

1048.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[zlc1114's solution](#)

1049.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zlc1114's solution](#)

1050.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[zlc1114's solution](#)

1051.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[zlc1114's solution](#)

1052.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[zlc1114's solution](#)

1053.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[zlc1114's solution](#)

1054.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[zlc1114's solution](#)

1055.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[zlc1114's solution](#)

1056.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[zlc1114's solution](#)

1057.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[zlc1114's solution](#)

1058.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[zlc1114's solution](#)

1059.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[zlc1114's solution](#)

1060.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[zlc1114's solution](#)

1061.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[zlc1114's solution](#)

1062.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: combinatorics
[zlc1114's solution](#)

1063.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms
[zlc1114's solution](#)

1064.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: binary search, sortings
[zlc1114's solution](#)

1065.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings
[zlc1114's solution](#)

1066.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings
[zlc1114's solution](#)

1067.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy
[zlc1114's solution](#)

1068.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory
[zlc1114's solution](#)

1069.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[zlc1114's solution](#)

1070.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[zlc1114's solution](#)

1071.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: number theory
[zlc1114's solution](#)

1072.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: binary search, interactive
[zlc1114's solution](#)

1073.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[zlc1114's solution](#)

1074.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: combinatorics, math
[zlc1114's solution](#)

1075.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp
[zlc1114's solution](#)

1076.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: greedy
[zlc1114's solution](#)

1077.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory
[zlc1114's solution](#)

1078.

958F2

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

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, two pointers
[zlc1114's solution](#)

1079.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, probabilities
[zlc1114's solution](#)

1080.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees
[zlc1114's solution](#)

1081.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)**1082.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[zlc1114's solution](#)**1083.**

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)**1084.**

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)**1085.**

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[zlc1114's solution](#)**1086.**

914C

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

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[zlc1114's solution](#)**1087.**

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zlc1114's solution](#)**1088.**

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math

[zlc1114's solution](#)**1089.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)**1090.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[zlc1114's solution](#)**1091.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[zlc1114's solution](#)

1092.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,030 global accepts · Rating: 1800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[zlc1114's solution](#)

1093.

869C

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

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

1094.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: graphs, implementation

[zlc1114's solution](#)

1095.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

1096.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[zlc1114's solution](#)

1097.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, dp

[zlc1114's solution](#)

1098.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

1099.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[zlc1114's solution](#)

1100.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zlc1114's solution](#)

1101.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[zlc1114's solution](#)

1102.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-03 · last AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[zlc1114's solution](#)**1103.**

471D

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

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[zlc1114's solution](#)**1104.**

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-06 · last AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zlc1114's solution](#)**1105.**

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)**1106.**

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · last AC: 2017-05-28 · GNU C++ (first AC) · Tags: greedy

[zlc1114's solution](#)**1107.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[zlc1114's solution](#)**1108.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[zlc1114's solution](#)**1109.**

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[zlc1114's solution](#)**1110.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[zlc1114's solution](#)**1111.**

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[zlc1114's solution](#)**1112.**

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-02-27 · last AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, greedy

[zlc1114's solution](#)

1113.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[zlc1114's solution](#)

1114.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[zlc1114's solution](#)

1115.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[zlc1114's solution](#)

1116.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[zlc1114's solution](#)

1117.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-15 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[zlc1114's solution](#)

1118.

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

1119.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[zlc1114's solution](#)

1120.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,391 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[zlc1114's solution](#)

1121.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[zlc1114's solution](#)

1122.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp,

implementation

[zlc1114's solution](#)

1123.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[zlc1114's solution](#)

1124.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[zlc1114's solution](#)

1125.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[zlc1114's solution](#)

1126.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[zlc1114's solution](#)

1127.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zlc1114's solution](#)

1128.

1823D

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

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[zlc1114's solution](#)

1129.

1817B

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1130.

1819B

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Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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1131.

1791G2

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1132.

1777D

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1133.

1774E

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1134.

1746D

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1135.

1759G

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1136.

1747D

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1137.

1749D

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1138.

1744E2

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Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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1139.

1729F

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1140.

1696D

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1141.

1715D

[2+ doors](#) · [Tutorial](#)

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1142.

1714F

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1143.

1704D

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1144.

1697D

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1145.

1700D

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1146.

1689D

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1147.

1659D

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1148.

1679D

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1149.

1677C

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1150.

1673D

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1151.

1651D

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1152.

1647D

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1153.

1560F1

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1154.

1543C

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1155.

1428D

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1156.

1436D

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1157.

1404B

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1158.

1383B

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1375D

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1160.

1270D

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1161.

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1162.

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1163.

1207E

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1164.

1208D

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1165.

1119E

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1166.

1168B

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1167.

1153D

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Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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1168.

1071B

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Rating: 1900 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

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1169.

1120A

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Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

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1170.

1114D

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1171.

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1172.

1076E

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Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: data structures, trees

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1173.

1012C

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1174.

1012B

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1175.

1017D

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1176.

1000D

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1177.

993B

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1178.

746E

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965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

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1180.

959E

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1181.

959D

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1182.

952B

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1183.

949C

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1184.

930C

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1185.

935D

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914D

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1187.

909E

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1188.

893D

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1189.

894C

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1190.

835D

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1191.

866B

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Rating: 1900 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
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1192.

862C

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1193.

847I

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Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: dfs and similar, implementation, math
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1194.

848B

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1195.

839B

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1196.

832D

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Quality: 4,483 global accepts · Rating: 1900 · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
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1197.

818E

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1198.

820D

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Rating: 1900 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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1199.

817D

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1200.

811C

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1201.

808D

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1202.

803D

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Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
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1203.

803C

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Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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1204.

9D

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1205.

796C

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1206.

784F

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1207.

792D

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1208.

782D

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Rating: 1900 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, strings

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1209.

757C

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1210.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

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1211.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-17 · MS C++ (first AC) · Tags: brute force, data structures, implementation, math, number theory

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1212.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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1213.

1943B

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Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

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1214.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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1215.

1830B

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1216.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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1217.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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1218.

1770D

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1219.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

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1220.

1763C

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1221.

1772F

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1222.

1764D

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1223.

1744F

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1224.

1741F

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1225.

1733D2

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

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1226.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zlc1114's solution](#)

1227.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[zlc1114's solution](#)

1228.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[zlc1114's solution](#)

1229.

1716C

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

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[zlc1114's solution](#)

1230.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zlc1114's solution](#)

1231.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[zlc1114's solution](#)

1232.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[zlc1114's solution](#)

1233.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[zlc1114's solution](#)

1234.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[zlc1114's solution](#)

1235.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[zlc1114's solution](#)

1236.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[zlc1114's solution](#)

1237.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[zlc1114's solution](#)

1238.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[zlc1114's solution](#)

1239.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[zlc1114's solution](#)

1240.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zlc1114's solution](#)

1241.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[zlc1114's solution](#)

1242.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp
[zlc1114's solution](#)

1243.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[zlc1114's solution](#)

1244.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp
[zlc1114's solution](#)

1245.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[zlc1114's solution](#)

1246.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[zlc1114's solution](#)

1247.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[zlc1114's solution](#)

1248.

1380D

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

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[zlc1114's solution](#)

1249.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[zlc1114's solution](#)

1250.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[zlc1114's solution](#)

1251.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[zlc1114's solution](#)

1252.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

1253.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[zlc1114's solution](#)

1254.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[zlc1114's solution](#)

1255.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[zlc1114's solution](#)

1256.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[zlc1114's solution](#)

1257.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[zlc1114's solution](#)

1258.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[zlc1114's solution](#)

1259.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[zlc1114's solution](#)

1260.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[zlc1114's solution](#)

1261.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math

[zlc1114's solution](#)

1262.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

1263.

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zlc1114's solution](#)

1264.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · last AC: 2018-04-17 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)

1265.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: hashing, strings

[zlc1114's solution](#)

1266.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special

[zlc1114's solution](#)

1267.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[zlc1114's solution](#)

1268.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[zlc1114's solution](#)

1269.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[zlc1114's solution](#)

1270.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[zlc1114's solution](#)

1271.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

1272.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[zlc1114's solution](#)

1273.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[zlc1114's solution](#)

1274.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zlc1114's solution](#)

1275.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zlc1114's solution](#)

1276.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[zlc1114's solution](#)

1277.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

1278.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-26 · last AC: 2017-11-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[zlc1114's solution](#)

1279.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[zlc1114's solution](#)

1280.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: dsu, graphs, strings
[zlc1114's solution](#)

1281.

877E

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

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[zlc1114's solution](#)

1282.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive
[zlc1114's solution](#)

1283.

843B

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

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities
[zlc1114's solution](#)

1284.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: dp, sortings
[zlc1114's solution](#)

1285.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dp, trees
[zlc1114's solution](#)

1286.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: data structures, sortings
[zlc1114's solution](#)

1287.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive
[zlc1114's solution](#)

1288.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures
[zlc1114's solution](#)

1289.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[zlc1114's solution](#)

1290.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[zlc1114's solution](#)

1291.

817E

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

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[zlc1114's solution](#)

1292.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[zlc1114's solution](#)

1293.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[zlc1114's solution](#)

1294.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[zlc1114's solution](#)

1295.

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[zlc1114's solution](#)

1296.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[zlc1114's solution](#)

1297.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[zlc1114's solution](#)

1298.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[zlc1114's solution](#)

1299.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[zlc1114's solution](#)

1300.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-04-01 · last AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, implementation
[zlc1114's solution](#)

1301.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[zlc1114's solution](#)

1302.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[zlc1114's solution](#)

1303.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-24 · last AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[zlc1114's solution](#)

1304.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[zlc1114's solution](#)

1305.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[zlc1114's solution](#)

1306.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[zlc1114's solution](#)

1307.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[zlc1114's solution](#)

1308.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[zlc1114's solution](#)

1309.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[zlc1114's solution](#)

1310.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zlc1114's solution](#)

1311.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[zlc1114's solution](#)

1312.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[zlc1114's solution](#)

1313.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

1314.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zlc1114's solution](#)

1315.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

1316.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[zlc1114's solution](#)

1317.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[zlc1114's solution](#)

1318.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[zlc1114's solution](#)

1319.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[zlc1114's solution](#)

1320.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[zlc1114's solution](#)

1321.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[zlc1114's solution](#)

1322.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[zlc1114's solution](#)

1323.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[zlc1114's solution](#)

1324.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[zlc1114's solution](#)

1325.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zlc1114's solution](#)

1326.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[zlc1114's solution](#)

1327.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[zlc1114's solution](#)

1328.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[zlc1114's solution](#)

1329.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers
[zlc1114's solution](#)

1330.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[zlc1114's solution](#)

1331.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
[zlc1114's solution](#)

1332.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[zlc1114's solution](#)

1333.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[zlc1114's solution](#)

1334.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[zlc1114's solution](#)

1335.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[zlc1114's solution](#)

1336.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[zlc1114's solution](#)

1337.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two

pointers

[zlc1114's solution](#)

1338.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[zlc1114's solution](#)

1339.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[zlc1114's solution](#)

1340.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[zlc1114's solution](#)

1341.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[zlc1114's solution](#)

1342.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[zlc1114's solution](#)

1343.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[zlc1114's solution](#)

1344.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

1345.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zlc1114's solution](#)

1346.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: dp, strings

[zlc1114's solution](#)

1347.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[zlc1114's solution](#)

1348.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[zlc1114's solution](#)

1349.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: combinatorics, math

[zlc1114's solution](#)

1350.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[zlc1114's solution](#)

1351.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-21 · last AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[zlc1114's solution](#)

1352.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: dp, strings

[zlc1114's solution](#)

1353.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp

[zlc1114's solution](#)

1354.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, geometry

[zlc1114's solution](#)

1355.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[zlc1114's solution](#)

1356.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: brute force, greedy

[zlc1114's solution](#)

1357.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[zlc1114's solution](#)

1358.

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zlc1114's solution](#)

1359.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings

[zlc1114's solution](#)

1360.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[zlc1114's solution](#)

1361.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: dp, math, number theory

[zlc1114's solution](#)

1362.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

1363.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[zlc1114's solution](#)

1364.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: brute force, implementation, trees

[zlc1114's solution](#)

1365.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2018-03-22 · last AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dp, matrices, sortings

[zlc1114's solution](#)

1366.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[zlc1114's solution](#)

1367.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zlc1114's solution](#)

1368.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-03 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[zlc1114's solution](#)

1369.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[zlc1114's solution](#)

1370.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[zlc1114's solution](#)

1371.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[zlc1114's solution](#)

1372.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-11-30 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[zlc1114's solution](#)

1373.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2017-11-20 · last AC: 2017-11-20 · GNU C++11 (first AC) · Tags: dp, graphs

[zlc1114's solution](#)

1374.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[zlc1114's solution](#)

1375.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[zlc1114's solution](#)

1376.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[zlc1114's solution](#)

1377.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-20 · GNU C++11 (first AC) · Tags: dp, probabilities, trees

[zlc1114's solution](#)

1378.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[zlc1114's solution](#)

1379.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: greedy, sortings
[zlc1114's solution](#)

1380.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[zlc1114's solution](#)

1381.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: data structures
[zlc1114's solution](#)

1382.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, number theory
[zlc1114's solution](#)

1383.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[zlc1114's solution](#)

1384.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search
[zlc1114's solution](#)

1385.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-27 · last AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[zlc1114's solution](#)

1386.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 2100 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[zlc1114's solution](#)

1387.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory
[zlc1114's solution](#)

1388.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[zlc1114's solution](#)

1389.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[zlc1114's solution](#)

1390.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[zlc1114's solution](#)

1391.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[zlc1114's solution](#)

1392.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[zlc1114's solution](#)

1393.

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zlc1114's solution](#)

1394.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[zlc1114's solution](#)

1395.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[zlc1114's solution](#)

1396.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[zlc1114's solution](#)

1397.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[zlc1114's solution](#)

1398.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-04-12 · last AC: 2017-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[zlc1114's solution](#)

1399.

791D

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[zlc1114's solution](#)

1400.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[zlc1114's solution](#)

1401.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zlc1114's solution](#)

1402.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[zlc1114's solution](#)

1403.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zlc1114's solution](#)

1404.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[zlc1114's solution](#)

1405.

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[zlc1114's solution](#)

1406.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[zlc1114's solution](#)

1407.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[zlc1114's solution](#)

1408.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[zlc1114's solution](#)

1409.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[zlc1114's solution](#)

1410.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[zlc1114's solution](#)

1411.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[zlc1114's solution](#)

1412.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

1413.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[zlc1114's solution](#)

1414.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[zlc1114's solution](#)

1415.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[zlc1114's solution](#)

1416.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[zlc1114's solution](#)

1417.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees
[zlc1114's solution](#)

1418.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[zlc1114's solution](#)

1419.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory
[zlc1114's solution](#)

1420.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[zlc1114's solution](#)

1421.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[zlc1114's solution](#)

1422.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[zlc1114's solution](#)

1423.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[zlc1114's solution](#)

1424.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[zlc1114's solution](#)

1425.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[zlc1114's solution](#)

1426.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[zlc1114's solution](#)

1427.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[zlc1114's solution](#)

1428.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[zlc1114's solution](#)

1429.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[zlc1114's solution](#)

1430.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[zlc1114's solution](#)

1431.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[zlc1114's solution](#)

1432.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[zlc1114's solution](#)

1433.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[zlc1114's solution](#)

1434.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[zlc1114's solution](#)

1435.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[zlc1114's solution](#)

1436.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[zlc1114's solution](#)

1437.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zlc1114's solution](#)

1438.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[zlc1114's solution](#)

1439.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[zlc1114's solution](#)

1440.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[zlc1114's solution](#)

1441.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[zlc1114's solution](#)

1442.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · last AC: 2021-05-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[zlc1114's solution](#)

1443.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

1444.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[zlc1114's solution](#)

1445.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[zlc1114's solution](#)

1446.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[zlc1114's solution](#)

1447.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[zlc1114's solution](#)

1448.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[zlc1114's solution](#)

1449.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: math, number theory

[zlc1114's solution](#)

1450.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[zlc1114's solution](#)

1451.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[zlc1114's solution](#)

1452.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[zlc1114's solution](#)

1453.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[zlc1114's solution](#)

1454.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zlc1114's solution](#)

1455.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[zlc1114's solution](#)

1456.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[zlc1114's solution](#)

1457.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[zlc1114's solution](#)

1458.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[zlc1114's solution](#)

1459.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[zlc1114's solution](#)

1460.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[zlc1114's solution](#)

1461.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)

1462.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)

1463.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: binary search, data structures

[zlc1114's solution](#)

1464.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2018-07-10 · last AC: 2018-07-10 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zlc1114's solution](#)

1465.

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[zlc1114's solution](#)

1466.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: binary search, data structures

[zlc1114's solution](#)

1467.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[zlc1114's solution](#)

1468.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-02 · last AC: 2018-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[zlc1114's solution](#)

1469.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers
[zlc1114's solution](#)

1470.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: data structures, greedy, trees
[zlc1114's solution](#)

1471.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-04-26 · last AC: 2018-04-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, strings, trees
[zlc1114's solution](#)

1472.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings
[zlc1114's solution](#)

1473.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[zlc1114's solution](#)

1474.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[zlc1114's solution](#)

1475.

954I

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

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2018-03-23 · last AC: 2018-03-23 · GNU C++11 (first AC) · Tags: fft, math
[zlc1114's solution](#)

1476.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: string suffix structures
[zlc1114's solution](#)

1477.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[zlc1114's solution](#)

1478.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, dp, trees
[zlc1114's solution](#)

1479.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[zlc1114's solution](#)

1480.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[zlc1114's solution](#)

1481.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: dp
[zlc1114's solution](#)

1482.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-03 · last AC: 2018-02-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[zlc1114's solution](#)

1483.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: data structures, interactive, trees
[zlc1114's solution](#)

1484.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[zlc1114's solution](#)

1485.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: bitmasks, dp
[zlc1114's solution](#)

1486.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, strings
[zlc1114's solution](#)

1487.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: data structures, math
[zlc1114's solution](#)

1488.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[zlc1114's solution](#)

1489.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: brute force, data structures, trees
[zlc1114's solution](#)

1490.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[zlc1114's solution](#)

1491.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[zlc1114's solution](#)

1492.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zlc1114's solution](#)

1493.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2017-09-22 · GNU C++11 (first AC) · Tags: flows

[zlc1114's solution](#)

1494.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[zlc1114's solution](#)

1495.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy

[zlc1114's solution](#)

1496.

850C

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

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-05 · last AC: 2017-09-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[zlc1114's solution](#)

1497.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[zlc1114's solution](#)

1498.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zlc1114's solution](#)

1499.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-27 · last AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zlc1114's solution](#)

1500.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-19 · last AC: 2017-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[zlc1114's solution](#)

1501.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[zlc1114's solution](#)**1502.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zlc1114's solution](#)**1503.**

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[zlc1114's solution](#)**1504.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[zlc1114's solution](#)**1505.**

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[zlc1114's solution](#)**1506.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zlc1114's solution](#)**1507.**

807E

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

Rating: 2200 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[zlc1114's solution](#)**1508.**

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[zlc1114's solution](#)**1509.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zlc1114's solution](#)**1510.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[zlc1114's solution](#)**1511.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[zlc1114's solution](#)

1512.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-16 · last AC: 2016-12-16 · MS C++ (first AC) · Tags: binary search, bitmasks, brute force, dp

[zlc1114's solution](#)

1513.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[zlc1114's solution](#)

1514.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[zlc1114's solution](#)

1515.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zlc1114's solution](#)

1516.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

1517.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[zlc1114's solution](#)

1518.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[zlc1114's solution](#)

1519.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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1520.

1834E

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Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

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1521.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,575 global accepts · Rating: 2300 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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1522.

1814E

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Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

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1523.

1798E

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1524.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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1525.

1780F

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Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

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1526.

1782E

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Rating: 2300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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1527.

1783E

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Quality: 2,443 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

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1528.

1768E

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Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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1529.

1766E

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1530.

1743F

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Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

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1531.

1748E

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1532.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[zlc1114's solution](#)

1533.

1706E

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

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

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1534.

1695D2

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Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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1535.

1693C

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Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[zlc1114's solution](#)

1536.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[zlc1114's solution](#)

1537.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

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1538.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zlc1114's solution](#)

1539.

1658D2

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Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[zlc1114's solution](#)

1540.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[zlc1114's solution](#)

1541.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[zlc1114's solution](#)

1542.

1534E

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Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[zlc1114's solution](#)

1543.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

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1544.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zlc1114's solution](#)

1545.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[zlc1114's solution](#)

1546.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[zlc1114's solution](#)

1547.

1408F

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Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[zlc1114's solution](#)

1548.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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1549.

1380E

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Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[zlc1114's solution](#)

1550.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math

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1551.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[zlc1114's solution](#)

1552.

1156F

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Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[zlc1114's solution](#)

1553.

1086C

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Rating: 2300 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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1554.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings

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1555.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math, matrices

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1556.

1065E

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1557.

1009F

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1558.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[zlc1114's solution](#)

1559.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: trees

[zlc1114's solution](#)

1560.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

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[zlc1114's solution](#)

1561.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-22 · last AC: 2018-05-22 · GNU C++11 (first AC) · Tags: hashing, strings

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1562.

960E

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Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[zlc1114's solution](#)

1563.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[zlc1114's solution](#)

1564.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[zlc1114's solution](#)

1565.

938E

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Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[zlc1114's solution](#)

1566.

915G

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Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-02-12 · last AC: 2018-02-12 · GNU C++11 (first AC) · Tags: math, number theory

[zlc1114's solution](#)

1567.

915E

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Quality: 5,573 global accepts · Rating: 2300 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[zlc1114's solution](#)

1568.

901C

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Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[zlc1114's solution](#)

1569.

891C

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1570.

895E

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Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: data structures, probabilities

[zlc1114's solution](#)

1571.

893F

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Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-24 · GNU C++11 (first AC) · Tags: data structures, trees

[zlc1114's solution](#)

1572.

888G

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Quality: 5,862 global accepts · Rating: 2300 · first AC: 2017-11-09 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zlc1114's solution](#)

1573.

884D

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Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)

1574.

879D

[Teams Formation](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures

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1575.

877F

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Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

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1576.

871C

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1577.

873E

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Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

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1578.

860D

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Rating: 2300 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

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1579.

856B

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1580.

566A

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Quality: 1,064 global accepts · Rating: 2300 · first AC: 2017-07-24 · last AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

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1581.

825E

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Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

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1582.

830C

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Quality: 1,313 global accepts · Rating: 2300 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

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1583.

817F

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Quality: 3,364 global accepts · Rating: 2300 · first AC: 2017-06-17 · last AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[zlc1114's solution](#)

1584.

300D

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Quality: 855 global accepts · Rating: 2300 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft

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1585.

812E

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Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

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1586.

808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[zlc1114's solution](#)

1587.

808G

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Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zlc1114's solution](#)

1588.

793C

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Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

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1589.

801E

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1590.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[zlc1114's solution](#)

1591.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-03-28 · last AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[zlc1114's solution](#)

1592.

438D

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Quality: 11,605 global accepts · Rating: 2300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[zlc1114's solution](#)

1593.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[zlc1114's solution](#)

1594.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2017-01-27 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[zlc1114's solution](#)

1595.

1984E

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Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

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1596.

1943D1

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Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zlc1114's solution](#)

1597.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

1598.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

1599.

1934D2

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Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[zlc1114's solution](#)

1600.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[zlc1114's solution](#)

1601.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[zlc1114's solution](#)

1602.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[zlc1114's solution](#)

1603.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[zlc1114's solution](#)**1604.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[zlc1114's solution](#)**1605.**

1830C

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Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[zlc1114's solution](#)**1606.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zlc1114's solution](#)**1607.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[zlc1114's solution](#)**1608.**

1780G

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

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[zlc1114's solution](#)**1609.**

1780E

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

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[zlc1114's solution](#)**1610.**

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[zlc1114's solution](#)**1611.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[zlc1114's solution](#)**1612.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, interactive, sortings

[zlc1114's solution](#)

1613.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[zlc1114's solution](#)

1614.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[zlc1114's solution](#)

1615.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[zlc1114's solution](#)

1616.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[zlc1114's solution](#)

1617.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[zlc1114's solution](#)

1618.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[zlc1114's solution](#)

1619.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[zlc1114's solution](#)

1620.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zlc1114's solution](#)

1621.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[zlc1114's solution](#)

1622.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[zlc1114's solution](#)

1623.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[zlc1114's solution](#)

1624.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[zlc1114's solution](#)

1625.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[zlc1114's solution](#)

1626.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[zlc1114's solution](#)

1627.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[zlc1114's solution](#)

1628.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[zlc1114's solution](#)

1629.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[zlc1114's solution](#)

1630.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[zlc1114's solution](#)

1631.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[zlc1114's solution](#)

1632.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[zlc1114's solution](#)**1633.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[zlc1114's solution](#)**1634.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[zlc1114's solution](#)**1635.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[zlc1114's solution](#)**1636.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[zlc1114's solution](#)**1637.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zlc1114's solution](#)**1638.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[zlc1114's solution](#)**1639.**

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[zlc1114's solution](#)**1640.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[zlc1114's solution](#)**1641.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[zlc1114's solution](#)

1642.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zlc1114's solution](#)

1643.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

1644.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[zlc1114's solution](#)

1645.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[zlc1114's solution](#)

1646.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[zlc1114's solution](#)

1647.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[zlc1114's solution](#)

1648.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[zlc1114's solution](#)

1649.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[zlc1114's solution](#)

1650.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[zlc1114's solution](#)

1651.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · last AC: 2019-01-11 · GNU C++11 (first AC) · Tags: binary search, dp

[zlc1114's solution](#)

1652.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[zlc1114's solution](#)

1653.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[zlc1114's solution](#)

1654.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees
[zlc1114's solution](#)

1655.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: flows, graphs
[zlc1114's solution](#)

1656.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings
[zlc1114's solution](#)

1657.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees
[zlc1114's solution](#)

1658.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[zlc1114's solution](#)

1659.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[zlc1114's solution](#)

1660.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2018-07-17 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[zlc1114's solution](#)

1661.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[zlc1114's solution](#)

1662.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy,

shortest paths, trees

[zlc1114's solution](#)

1663.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-02 · last AC: 2018-07-02 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)

1664.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[zlc1114's solution](#)

1665.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-12 · last AC: 2018-06-12 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[zlc1114's solution](#)

1666.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[zlc1114's solution](#)

1667.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: data structures, probabilities

[zlc1114's solution](#)

1668.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[zlc1114's solution](#)

1669.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-05-15 · last AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)

1670.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[zlc1114's solution](#)

1671.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[zlc1114's solution](#)

1672.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2018-03-28 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[zlc1114's solution](#)

1673.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-09 · last AC: 2018-03-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices

[zlc1114's solution](#)**1674.**

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: string suffix structures

[zlc1114's solution](#)**1675.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures, dp

[zlc1114's solution](#)**1676.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)**1677.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[zlc1114's solution](#)**1678.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[zlc1114's solution](#)**1679.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[zlc1114's solution](#)**1680.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[zlc1114's solution](#)**1681.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: data structures, trees

[zlc1114's solution](#)**1682.**

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-18 · last AC: 2018-01-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[zlc1114's solution](#)

1683.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[zlc1114's solution](#)

1684.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[zlc1114's solution](#)

1685.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[zlc1114's solution](#)

1686.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: dp, math

[zlc1114's solution](#)

1687.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[zlc1114's solution](#)

1688.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings

[zlc1114's solution](#)

1689.

869E

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

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: data structures, hashing

[zlc1114's solution](#)

1690.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[zlc1114's solution](#)

1691.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-04 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[zlc1114's solution](#)

1692.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[zlc1114's solution](#)

1693.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · last AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[zlc1114's solution](#)

1694.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-10 · last AC: 2017-09-11 · GNU C++11 (first AC) · Tags: dp, trees

[zlc1114's solution](#)

1695.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[zlc1114's solution](#)

1696.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2017-07-17 · last AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[zlc1114's solution](#)

1697.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[zlc1114's solution](#)

1698.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2017-06-19 · last AC: 2017-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[zlc1114's solution](#)

1699.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[zlc1114's solution](#)

1700.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-31 · last AC: 2017-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[zlc1114's solution](#)

1701.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2017-05-25 · last AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[zlc1114's solution](#)

1702.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[zlc1114's solution](#)

1703.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-04-24 · last AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[zlc1114's solution](#)**1704.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-22 · last AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[zlc1114's solution](#)**1705.**

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-04-15 · last AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[zlc1114's solution](#)**1706.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[zlc1114's solution](#)**1707.**

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-04-14 · last AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zlc1114's solution](#)**1708.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zlc1114's solution](#)**1709.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[zlc1114's solution](#)**1710.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[zlc1114's solution](#)**1711.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[zlc1114's solution](#)**1712.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[zlc1114's solution](#)

1713.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[zlc1114's solution](#)

1714.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

1715.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[zlc1114's solution](#)

1716.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[zlc1114's solution](#)

1717.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[zlc1114's solution](#)

1718.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[zlc1114's solution](#)

1719.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[zlc1114's solution](#)

1720.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[zlc1114's solution](#)

1721.

1775F

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

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zlc1114's solution](#)

1722.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[zlc1114's solution](#)

1723.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[zlc1114's solution](#)

1724.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[zlc1114's solution](#)

1725.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[zlc1114's solution](#)

1726.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[zlc1114's solution](#)

1727.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[zlc1114's solution](#)

1728.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[zlc1114's solution](#)

1729.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[zlc1114's solution](#)

1730.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[zlc1114's solution](#)

1731.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[zlc1114's solution](#)

1732.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[zlc1114's solution](#)

1733.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zlc1114's solution](#)

1734.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[zlc1114's solution](#)

1735.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[zlc1114's solution](#)

1736.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zlc1114's solution](#)

1737.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu

[zlc1114's solution](#)

1738.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[zlc1114's solution](#)

1739.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zlc1114's solution](#)

1740.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[zlc1114's solution](#)

1741.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[zlc1114's solution](#)

1742.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[zlc1114's solution](#)

1743.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zlc1114's solution](#)

1744.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[zlc1114's solution](#)

1745.

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[zlc1114's solution](#)

1746.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[zlc1114's solution](#)

1747.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[zlc1114's solution](#)

1748.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[zlc1114's solution](#)

1749.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[zlc1114's solution](#)

1750.

1516E

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

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

1751.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[zlc1114's solution](#)

1752.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-10-10 · last AC: 2020-10-24 · GNU C++11 (first AC) · Tags: data structures, probabilities

[zlc1114's solution](#)

1753.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zlc1114's solution](#)**1754.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[zlc1114's solution](#)**1755.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[zlc1114's solution](#)**1756.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zlc1114's solution](#)**1757.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[zlc1114's solution](#)**1758.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation

[zlc1114's solution](#)**1759.**

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[zlc1114's solution](#)**1760.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-06 · last AC: 2019-05-15 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[zlc1114's solution](#)**1761.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[zlc1114's solution](#)**1762.**

1086D

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

Rating: 2500 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)

1763.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: dp, graphs, implementation
[zlc1114's solution](#)

1764.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[zlc1114's solution](#)

1765.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math
[zlc1114's solution](#)

1766.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: dp, greedy
[zlc1114's solution](#)

1767.

1073F

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

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[zlc1114's solution](#)

1768.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[zlc1114's solution](#)

1769.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: brute force, math
[zlc1114's solution](#)

1770.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory
[zlc1114's solution](#)

1771.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: combinatorics, math
[zlc1114's solution](#)

1772.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy
[zlc1114's solution](#)

1773.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: binary search, geometry, math, sortings, two

pointers

[zlc1114's solution](#)

1774.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[zlc1114's solution](#)

1775.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[zlc1114's solution](#)

1776.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-05-01 · last AC: 2018-05-01 · GNU C++11 (first AC) · Tags: flows, graphs

[zlc1114's solution](#)

1777.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-01 · last AC: 2018-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[zlc1114's solution](#)

1778.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-18 · last AC: 2018-04-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[zlc1114's solution](#)

1779.

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: data structures, dp

[zlc1114's solution](#)

1780.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

1781.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

1782.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-22 · last AC: 2018-03-22 · GNU C++11 (first AC) · Tags: combinatorics, dp

[zlc1114's solution](#)

1783.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[zlc1114's solution](#)

1784.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[zlc1114's solution](#)

1785.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: data structures, dp
[zlc1114's solution](#)

1786.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: data structures, games, implementation
[zlc1114's solution](#)

1787.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-07 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[zlc1114's solution](#)

1788.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2018-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms
[zlc1114's solution](#)

1789.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-29 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: data structures
[zlc1114's solution](#)

1790.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: dp, graphs
[zlc1114's solution](#)

1791.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: flows, graphs, greedy
[zlc1114's solution](#)

1792.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: dsu
[zlc1114's solution](#)

1793.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[zlc1114's solution](#)

1794.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
[zlc1114's solution](#)

1795.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: combinatorics, dp
[zlc1114's solution](#)

1796.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: trees
[zlc1114's solution](#)

1797.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-09-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft
[zlc1114's solution](#)

1798.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2017-08-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, trees
[zlc1114's solution](#)

1799.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[zlc1114's solution](#)

1800.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[zlc1114's solution](#)

1801.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[zlc1114's solution](#)

1802.

805F

[Expected diameter of a tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, probabilities, trees
[zlc1114's solution](#)

1803.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[zlc1114's solution](#)

1804.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[zlc1114's solution](#)

1805.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-02-24 · last AC: 2024-01-15 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[zlc1114's solution](#)

1806.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[zlc1114's solution](#)

1807.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zlc1114's solution](#)

1808.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[zlc1114's solution](#)

1809.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zlc1114's solution](#)

1810.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[zlc1114's solution](#)

1811.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zlc1114's solution](#)

1812.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[zlc1114's solution](#)

1813.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[zlc1114's solution](#)

1814.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[zlc1114's solution](#)

1815.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[zlc1114's solution](#)

1816.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[zlc1114's solution](#)

1817.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[zlc1114's solution](#)

1818.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[zlc1114's solution](#)

1819.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[zlc1114's solution](#)

1820.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[zlc1114's solution](#)

1821.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[zlc1114's solution](#)

1822.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[zlc1114's solution](#)

1823.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory
[zlc1114's solution](#)

1824.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: bitmasks, fft, math, number theory
[zlc1114's solution](#)

1825.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings
[zlc1114's solution](#)

1826.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, matrices

[zlc1114's solution](#)

1827.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[zlc1114's solution](#)

1828.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: math, strings

[zlc1114's solution](#)

1829.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-08 · last AC: 2019-12-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[zlc1114's solution](#)

1830.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: graphs

[zlc1114's solution](#)

1831.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[zlc1114's solution](#)

1832.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[zlc1114's solution](#)

1833.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[zlc1114's solution](#)

1834.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlc1114's solution](#)

1835.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: data structures, trees

[zlc1114's solution](#)

1836.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

1837.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[zlc1114's solution](#)

1838.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings

[zlc1114's solution](#)

1839.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation

[zlc1114's solution](#)

1840.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zlc1114's solution](#)

1841.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer

[zlc1114's solution](#)

1842.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[zlc1114's solution](#)

1843.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[zlc1114's solution](#)

1844.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[zlc1114's solution](#)

1845.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-01 · last AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry

[zlc1114's solution](#)

1846.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[zlc1114's solution](#)

1847.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2018-04-17 · last AC: 2018-04-17 · GNU C++11 (first AC) · Tags: fft

[zlc1114's solution](#)

1848.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-03 · last AC: 2018-04-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[zlc1114's solution](#)

1849.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: brute force, strings

[zlc1114's solution](#)

1850.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2018-02-25 · last AC: 2018-02-25 · GNU C++11 (first AC) · Tags: brute force, data structures

[zlc1114's solution](#)

1851.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)

1852.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-23 · last AC: 2018-01-23 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[zlc1114's solution](#)

1853.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: data structures, probabilities

[zlc1114's solution](#)

1854.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[zlc1114's solution](#)

1855.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-10-08 · last AC: 2017-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[zlc1114's solution](#)

1856.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2017-08-01 · GNU C++11 (first AC) · Tags: data structures, trees

[zlc1114's solution](#)

1857.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2017-06-30 · last AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[zlc1114's solution](#)

1858.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-07 · last AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows
[zlc1114's solution](#)

1859.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[zlc1114's solution](#)

1860.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-12-07 · MS C++ (first AC) · Tags: graphs
[zlc1114's solution](#)

1861.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[zlc1114's solution](#)

1862.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-31 · last AC: 2024-03-09 · GNU C++11 (first AC) · Tags: data structures, geometry, sortings
[zlc1114's solution](#)

1863.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[zlc1114's solution](#)

1864.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[zlc1114's solution](#)

1865.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[zlc1114's solution](#)

1866.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[zlc1114's solution](#)

1867.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[zlc1114's solution](#)

1868.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[zlc1114's solution](#)

1869.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[zlc1114's solution](#)

1870.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, two pointers

[zlc1114's solution](#)

1871.

1782F

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

Rating: 2700 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[zlc1114's solution](#)

1872.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[zlc1114's solution](#)

1873.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[zlc1114's solution](#)

1874.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[zlc1114's solution](#)

1875.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[zlc1114's solution](#)

1876.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[zlc1114's solution](#)

1877.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[zlc1114's solution](#)

1878.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[zlc1114's solution](#)

1879.

1695E

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

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zlc1114's solution](#)

1880.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[zlc1114's solution](#)

1881.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[zlc1114's solution](#)

1882.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zlc1114's solution](#)

1883.

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zlc1114's solution](#)

1884.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[zlc1114's solution](#)

1885.

1567F

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

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[zlc1114's solution](#)

1886.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[zlc1114's solution](#)

1887.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-08-01 · last AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[zlc1114's solution](#)

1888.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[zlc1114's solution](#)

1889.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[zlc1114's solution](#)

1890.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[zlc1114's solution](#)

1891.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[zlc1114's solution](#)

1892.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[zlc1114's solution](#)

1893.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[zlc1114's solution](#)

1894.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zlc1114's solution](#)

1895.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[zlc1114's solution](#)

1896.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[zlc1114's solution](#)

1897.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[zlc1114's solution](#)

1898.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[zlc1114's solution](#)

1899.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2019-07-14 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: dp

[zlc1114's solution](#)

1900.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[zlc1114's solution](#)

1901.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[zlc1114's solution](#)

1902.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: data structures, greedy

[zlc1114's solution](#)

1903.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-04 · last AC: 2019-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zlc1114's solution](#)

1904.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: data structures, number theory

[zlc1114's solution](#)

1905.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zlc1114's solution](#)

1906.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[zlc1114's solution](#)

1907.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: data structures

[zlc1114's solution](#)

1908.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2018-07-02 · last AC: 2018-07-02 · GNU C++11 (first AC) · Tags: data structures, dp, trees
[zlc1114's solution](#)

1909.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dp, greedy
[zlc1114's solution](#)

1910.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[zlc1114's solution](#)

1911.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 2700 · first AC: 2018-02-18 · last AC: 2018-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[zlc1114's solution](#)

1912.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: geometry, graphs
[zlc1114's solution](#)

1913.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[zlc1114's solution](#)

1914.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2018-01-18 · last AC: 2018-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[zlc1114's solution](#)

1915.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: data structures, flows, graphs
[zlc1114's solution](#)

1916.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: data structures, graphs
[zlc1114's solution](#)

1917.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[zlc1114's solution](#)

1918.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-26 · last AC: 2017-09-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[zlc1114's solution](#)

1919.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-19 · last AC: 2017-09-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[zlc1114's solution](#)

1920.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[zlc1114's solution](#)

1921.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[zlc1114's solution](#)

1922.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

1923.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[zlc1114's solution](#)

1924.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-02-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[zlc1114's solution](#)

1925.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

1926.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[zlc1114's solution](#)

1927.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[zlc1114's solution](#)

1928.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zlc1114's solution](#)

1929.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[zlc1114's solution](#)

1930.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[zlc1114's solution](#)

1931.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[zlc1114's solution](#)

1932.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: flows

[zlc1114's solution](#)

1933.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[zlc1114's solution](#)

1934.

1697F

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

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[zlc1114's solution](#)

1935.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-30 · last AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[zlc1114's solution](#)

1936.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2018-04-25 · last AC: 2022-08-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[zlc1114's solution](#)

1937.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[zlc1114's solution](#)

1938.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zlc1114's solution](#)

1939.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zlc1114's solution](#)

1940.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[zlc1114's solution](#)

1941.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[zlc1114's solution](#)

1942.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[zlc1114's solution](#)

1943.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[zlc1114's solution](#)

1944.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[zlc1114's solution](#)

1945.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[zlc1114's solution](#)

1946.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[zlc1114's solution](#)

1947.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: binary search, dp

[zlc1114's solution](#)

1948.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[zlc1114's solution](#)

1949.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2017-10-19 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[zlc1114's solution](#)

1950.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[zlc1114's solution](#)

1951.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: data structures, trees

[zlc1114's solution](#)

1952.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2018-11-29 · GNU C++11 (first AC) · Tags: dp, strings, trees

[zlc1114's solution](#)

1953.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2018-07-24 · GNU C++11 (first AC) · Tags: combinatorics, graphs, trees

[zlc1114's solution](#)

1954.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2018-07-10 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[zlc1114's solution](#)

1955.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[zlc1114's solution](#)

1956.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: brute force, data structures, math, number theory, trees

[zlc1114's solution](#)

1957.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · last AC: 2018-05-16 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[zlc1114's solution](#)

1958.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[zlc1114's solution](#)

1959.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[zlc1114's solution](#)**1960.**

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, trees

[zlc1114's solution](#)**1961.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-08-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees

[zlc1114's solution](#)**1962.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2017-04-27 · last AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[zlc1114's solution](#)**1963.**

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[zlc1114's solution](#)**1964.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[zlc1114's solution](#)**1965.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[zlc1114's solution](#)**1966.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zlc1114's solution](#)**1967.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)**1968.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[zlc1114's solution](#)

1969.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[zlc1114's solution](#)

1970.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zlc1114's solution](#)

1971.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[zlc1114's solution](#)

1972.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[zlc1114's solution](#)

1973.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-24 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[zlc1114's solution](#)

1974.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry, sortings

[zlc1114's solution](#)

1975.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[zlc1114's solution](#)

1976.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[zlc1114's solution](#)

1977.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[zlc1114's solution](#)

1978.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: data structures, dp

[zlc1114's solution](#)

1979.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2018-07-24 · last AC: 2018-07-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[zlc1114's solution](#)**1980.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-07-24 · last AC: 2018-07-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices

[zlc1114's solution](#)**1981.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, trees

[zlc1114's solution](#)**1982.**

741D

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

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[zlc1114's solution](#)**1983.**

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-05-02 · last AC: 2018-05-02 · GNU C++11 (first AC) · Tags: data structures, trees

[zlc1114's solution](#)**1984.**

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[zlc1114's solution](#)**1985.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: bitmasks

[zlc1114's solution](#)**1986.**

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2017-09-26 · last AC: 2017-09-26 · GNU C++11 (first AC) · Tags: data structures, strings

[zlc1114's solution](#)**1987.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[zlc1114's solution](#)**1988.**

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2017-06-11 · last AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[zlc1114's solution](#)**1989.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[zlc1114's solution](#)

1990.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

1991.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[zlc1114's solution](#)

1992.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-26 · last AC: 2023-08-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[zlc1114's solution](#)

1993.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-01-26 · last AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zlc1114's solution](#)

1994.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[zlc1114's solution](#)

1995.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zlc1114's solution](#)

1996.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[zlc1114's solution](#)

1997.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[zlc1114's solution](#)

1998.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[zlc1114's solution](#)

1999.

1552G

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

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute

force, dfs and similar, sortings

[zlc1114's solution](#)

2000.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[zlc1114's solution](#)

2001.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-01 · last AC: 2019-05-01 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy

[zlc1114's solution](#)

2002.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: data structures

[zlc1114's solution](#)

2003.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zlc1114's solution](#)

2004.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[zlc1114's solution](#)

2005.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[zlc1114's solution](#)

2006.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zlc1114's solution](#)

2007.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, trees

[zlc1114's solution](#)

2008.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: bitmasks, dp

[zlc1114's solution](#)

2009.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-08-07 · last AC: 2018-09-18 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[zlc1114's solution](#)

2010.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-06-27 · last AC: 2018-06-27 · GNU C++11 (first AC) · Tags: fft, math

[zlc1114's solution](#)

2011.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: math

[zlc1114's solution](#)

2012.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-06 · last AC: 2017-12-06 · GNU C++11 (first AC) · Tags: data structures, dsu

[zlc1114's solution](#)

2013.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2017-08-13 · last AC: 2017-08-13 · GNU C++11 (first AC) · Tags: graph matchings

[zlc1114's solution](#)

2014.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2017-07-31 · last AC: 2017-07-31 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[zlc1114's solution](#)

2015.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[zlc1114's solution](#)

2016.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zlc1114's solution](#)

2017.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2018-07-15 · last AC: 2022-06-22 · GNU C++11 (first AC) · Tags: 2-sat, data structures, trees

[zlc1114's solution](#)

2018.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[zlc1114's solution](#)

2019.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[zlc1114's solution](#)

2020.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[zlc1114's solution](#)

2021.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zlc1114's solution](#)

2022.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2017-08-31 · GNU C++11 (first AC) · Tags: graph matchings, strings

[zlc1114's solution](#)

2023.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2017-08-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[zlc1114's solution](#)

2024.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zlc1114's solution](#)

2025.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[zlc1114's solution](#)

2026.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[zlc1114's solution](#)

2027.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2017-08-05 · last AC: 2018-07-11 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[zlc1114's solution](#)

2028.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-06-26 · last AC: 2018-06-26 · GNU C++11 (first AC) · Tags: graphs, math, number theory, shortest paths

[zlc1114's solution](#)

2029.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[zlc1114's solution](#)

2030.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, greedy
[zlc1114's solution](#)

2031.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[zlc1114's solution](#)

2032.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-16 · GNU C++11 (first AC) · Tags: data structures, trees
[zlc1114's solution](#)

2033.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-03-01 · last AC: 2019-03-03 · GNU C++11 (first AC) · Tags: fft, math, number theory
[zlc1114's solution](#)

2034.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees
[zlc1114's solution](#)

2035.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: data structures, string suffix structures
[zlc1114's solution](#)

2036.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2017-10-09 · last AC: 2017-10-09 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[zlc1114's solution](#)

2037.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[zlc1114's solution](#)

2038.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math
[zlc1114's solution](#)

2039.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[zlc1114's solution](#)

2040.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[zlc1114's solution](#)

2041.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[zlc1114's solution](#)

2042.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[zlc1114's solution](#)

2043.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[zlc1114's solution](#)

2044.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[zlc1114's solution](#)

2045.

104651C

[Clique Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

2046.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2047.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

2048.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[zlc1114's solution](#)

2049.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2050.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2051.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2052.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2053.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2054.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2055.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[zlc1114's solution](#)

2056.

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[zlc1114's solution](#)

2057.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[zlc1114's solution](#)

2058.

104813H

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

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2059.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2060.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2061.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlc1114's solution](#)

2062.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[zlc1114's solution](#)

2063.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[zlc1114's solution](#)

2064.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[zlc1114's solution](#)

2065.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[zlc1114's solution](#)

2066.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[zlc1114's solution](#)

2067.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2068.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2069.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2070.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2071.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2072.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2073.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2074.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2075.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2076.

104787E

[Coloring Tape](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2077.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2078.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2079.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2080.

104787B

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

Rating: — · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2081.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2082.

104787D

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2083.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2084.

104787G

[Path](#) · [Tutorial](#)Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2085.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2086.**

104976K

[Card Game](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2087.**

104976A

[Submissions](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2088.**

104976B

[Festival Decorating](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2089.**

104976E

[Period of a String](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2090.**

104976F

[Top Cluster](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2091.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2092.**

104976G

[Snake Move](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2093.**

104976J

[Mysterious Tree](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)**2094.**

104976D

[Operator Precedence](#) · [Tutorial](#)Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2095.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2096.

104821E

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

Rating: — · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2097.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2098.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2099.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2100.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2101.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2102.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2103.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2104.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2105.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zlc1114's solution](#)

2106.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2107.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2108.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2109.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2110.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2111.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2112.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2113.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2114.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2115.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2116.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2117.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2118.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2119.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2120.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2121.

104883H

[Rolling Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2122.

104880K

[Power Shift](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2123.

104880D

[eXONKkL](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2124.

104880A

[Well Rested](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2125.

104880B

[kōNTag](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2126.

104880C

[Tūtepa!](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2127.

104880E

[Serval v.](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2128.

104880F

[pKqōhō\(I_](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2129.

104880G

[wōjēMū](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2130.

104880H

[wē5Nxiō](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2131.

104880I

[Wōc%a,,jepVh](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2132.

104880J

[while \(1\) replace:](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2133.

104880L

[epRojep](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2134.

104880M

[Easy XOR problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2135.

104880N

[Purble Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2136.

104880O

[Toxel NTW&N2S9'M](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2137.

104883A

[rnmý ūteyā](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2138.

104883B

[Yēg/NiA](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2139.

104883C

[f0l OFF/obANKT 0l g x N* 1](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2140.

104883D

[u Tr W h N](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2141.

104883E

[\[w0t\]ib](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2142.

104883F

[NOE r g a b ~](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2143.

104883G

[What if ...? · Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2144.

104883I

[Would You Like Some Modulo? · Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2145.

104857D

[Balanced Array · Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2146.

104857I

[Linguistics Puzzle · Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2147.

104857B

[Queue Sorting · Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2148.

104857G

[Streak Manipulation · Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2149.

104857C

[Cyclic Substrings · Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2150.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2151.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2152.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2153.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2154.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2155.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2156.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2157.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2158.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2159.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zlc1114's solution](#)

2160.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2161.

104725C

[Vystorjal' N](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2162.**

104725J

[WeyoalYG•ũ•Ñ€](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2163.**

104725E

[IGNNPW](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2164.**

104725D

[ÑÑeql:^ ^ŪŪ\\$](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2165.**

104725G

[I?7pufSihi\[üb](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2166.**

104725H

[Wq&N2n8b](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2167.**

104725B

[~Èq NKj'](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2168.**

104725F

[g Tm SG\[P^•R](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2169.**

104725L

[Q{b08b](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2170.**

104725K

[RSP · Tutorial](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)**2171.**

104725A

[u742q|eQ•N](#)Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2172.

104420D

[Increasing A and Decreasing B](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2173.

104420C

[Get the Long Binary Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2174.

104420B

[Mex Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2175.

104420A

[Infinite Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2176.

104311D

[Big Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2177.

104311F

[Span Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2178.

104311E

[Pre-minimum Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2179.

104311C

[c0=c1](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2180.

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2181.

104311B

[Strange Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zlc1114's solution](#)

2182.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory
[zlc1114's solution](#)

2183.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[zlc1114's solution](#)

2184.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation
[zlc1114's solution](#)

2185.

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[zlc1114's solution](#)

2186.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math
[zlc1114's solution](#)

2187.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory
[zlc1114's solution](#)

2188.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings
[zlc1114's solution](#)

2189.

104264C

[Morco](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[zlc1114's solution](#)

2190.

104264F

[Online](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[zlc1114's solution](#)

2191.

104264H

[Best](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[zlc1114's solution](#)

2192.

104264A

[Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[zlc1114's solution](#)

2193.

104264D

[TheFool](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[zlc1114's solution](#)

2194.

104264E

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[zlc1114's solution](#)

2195.

104264B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[zlc1114's solution](#)

2196.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2197.

101669L

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

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2198.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2199.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2200.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2201.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2202.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2203.

101669F

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

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —
[zlc1114's solution](#)

2204.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2205.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2206.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2207.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2208.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2209.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2210.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2211.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2212.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2213.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2214.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2215.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2216.

102001J

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

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2217.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2218.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2219.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2220.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2221.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2222.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2223.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2224.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2225.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2226.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2227.

102220E

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

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2228.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2229.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2230.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2231.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[zlc1114's solution](#)

2232.

101492I

[Protecting the Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-15 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2233.

102268K

[Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2234.

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2235.

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2236.

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2237.

101510E

[English](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2238.

101510D

[Drama](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2239.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2240.

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2241.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2242.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special

[zlc1114's solution](#)

2243.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[zlc1114's solution](#)

2244.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[zlc1114's solution](#)

2245.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2246.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2247.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2248.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2249.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2250.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · Java 8 (first AC) · Tags: —

[zlc1114's solution](#)

2251.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2252.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2253.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · last AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2254.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2255.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · Java 8 (first AC) · Tags: —

[zlc1114's solution](#)

2256.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2257.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2258.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2259.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2260.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2261.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2262.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2263.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2264.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2265.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2266.

100524A

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

Rating: — · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2267.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2268.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2269.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2270.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2271.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2272.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2273.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2274.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2275.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2276.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2277.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2278.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2279.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2280.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2281.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2282.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2283.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2284.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · last AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[zlc1114's solution](#)

2285.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2286.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2287.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2288.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2289.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2290.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2291.

101485J

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

Rating: — · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2292.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · last AC: 2018-03-24 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2293.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2294.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2295.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2296.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2297.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2298.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2299.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2300.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2301.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2302.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2303.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2304.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2305.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2306.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-05 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2307.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2308.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2309.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2310.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2311.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2312.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2313.

100959M

[Team Competition](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2314.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2315.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2316.

100959L

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

Rating: — · first AC: 2017-10-22 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2317.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2318.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-22 · GNU C++ (first AC) · Tags: —

[zlc1114's solution](#)

2319.

100923F

[Por Costel and the Alien Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-04 · GNU C++11 (first AC) · Tags: —

[zlc1114's solution](#)

2320.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2017-04-25 · last AC: 2017-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[zlc1114's solution](#)