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# Unique solved — zlxFTH

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

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

Filters: none

Count: 1,060

1.

2211A

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Quality: 16,060 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
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3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
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4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory  
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5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings  
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6.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math  
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7.

2156A

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Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
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8.

2122A

[Greedy Grid](#) · [Tutorial](#)

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9.

2124A

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Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**10.**

2057A

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**11.**

2062A

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**12.**

2096A

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**13.**

2084A

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**14.**

2061A

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**15.**

2034A

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**16.**

2035A

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**20.**

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algorithms

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1942A

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**23.**

1930A

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**24.**

1909A

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**25.**

1896A

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**26.**

1879A

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**27.**

1870A

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1863A

[Channel](#) · [Tutorial](#)

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**29.**

1864A

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1844A

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**31.**

1842A

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**32.**

1837A

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**33.**

1809A

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1832A

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**36.**

1798A

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**37.**

1823A

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1814A

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**39.**

1797A

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1806A

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41.

1549B

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42.

1549A

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43.

1792A

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44.

1796A

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45.

1788A

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46.

1787A

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47.

1780A

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48.

1777A

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1783A

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50.

1768A

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51.

1782A

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52.

1775A1

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53.

1731A

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54.

1760C

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55.

1760B

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56.

1760A

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58.

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60.

1747A

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1711A

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**62.**

1684B

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**63.**

1684A

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**64.**

1740B

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1740A

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**66.**

1754B

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**67.**

1754A

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**68.**

1743A

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**69.**

1743B

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**70.**

1746B

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- 71.**  
1746A  
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- 72.**  
1742B  
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1742A  
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1722A  
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1735A  
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1738A  
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1739A  
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1730A  
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1715A  
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**82.**

1720B

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**83.**

1717A

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**84.**

1728B

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**85.**

1728A

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**86.**

1721A

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**87.**

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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**88.**

1712A

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**89.**

1716B

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**90.**

1704A

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**91.**

1716A

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**92.**

1714C

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**93.**

1714B

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**94.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[zlxFTH's solution](#)

**95.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[zlxFTH's solution](#)

**96.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,178 global accepts · Rating: 800 · first AC: 2022-07-10 · last AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[zlxFTH's solution](#)

**97.**

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[zlxFTH's solution](#)

**98.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[zlxFTH's solution](#)

**99.**

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings  
[zlxFTH's solution](#)

**100.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: math  
[zlxFTH's solution](#)

**101.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[zlxFTH's solution](#)

**102.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[zlxFTH's solution](#)

**103.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[zlxFTH's solution](#)

**104.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[zlxFTH's solution](#)

**105.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math  
[zlxFTH's solution](#)

**106.**

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, strings  
[zlxFTH's solution](#)

**107.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[zlxFTH's solution](#)

**108.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: greedy, math  
[zlxFTH's solution](#)

**109.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math  
[zlxFTH's solution](#)

**110.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: implementation  
[zlxFTH's solution](#)

**111.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: math, number theory  
[zlxFTH's solution](#)

**112.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, math  
[zlxFTH's solution](#)

**113.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,201 global accepts · Rating: 800 · first AC: 2021-04-16 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms  
[zlxFTH's solution](#)

**114.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: math  
[zlxFTH's solution](#)

**115.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · last AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms  
[zlxFTH's solution](#)

**116.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: math  
[zlxFTH's solution](#)

**117.**

1491A

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

Quality: 19,026 global accepts · Rating: 800 · first AC: 2021-03-19 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[zlxFTH's solution](#)

**118.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: brute force, math  
[zlxFTH's solution](#)

**119.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[zlxFTH's solution](#)

**120.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[zlxFTH's solution](#)

**121.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,534 global accepts · Rating: 900 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[zlxFTH's solution](#)

**122.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zlxFTH's solution](#)

**123.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers  
[zlxFTH's solution](#)

**124.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings  
[zlxFTH's solution](#)

**125.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[zlxFTH's solution](#)

**126.**

1837B

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

Quality: 50,096 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[zlxFTH's solution](#)

**127.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings  
[zlxFTH's solution](#)

**128.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[zlxFTH's solution](#)

**129.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[zlxFTH's solution](#)

**130.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zlxFTH's solution](#)

**131.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-12 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[zlxFTH's solution](#)

**132.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,081 global accepts · Rating: 900 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[zlxFTH's solution](#)

**133.**

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-09-23 · last AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[zlxFTH's solution](#)

**134.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[zlxFTH's solution](#)

**135.**

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[zlxFTH's solution](#)

**136.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zlxFTH's solution](#)

**137.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[zlxFTH's solution](#)

**138.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[zlxFTH's solution](#)

**139.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-17 · last AC: 2021-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[zlxFTH's solution](#)

**140.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

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

**141.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[zlxFTH's solution](#)

**142.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[zlxFTH's solution](#)

**143.**

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[zlxFTH's solution](#)

**144.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[zlxFTH's solution](#)

**145.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zlxFTH's solution](#)

**146.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zlxFTH's solution](#)

**147.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[zlxFTH's solution](#)

**148.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[zlxFTH's solution](#)

**149.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zlxFTH's solution](#)

**150.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**151.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zlxFTH's solution](#)

**152.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[zlxFTH's solution](#)

**153.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zlxFTH's solution](#)

**154.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[zlxFTH's solution](#)

**155.**

1785A

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

Rating: 1000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[zlxFTH's solution](#)

**156.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[zlxFTH's solution](#)

**157.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[zlxFTH's solution](#)

**158.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[zlxFTH's solution](#)

**159.**

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[zlxFTH's solution](#)

**160.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[zlxFTH's solution](#)

**161.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[zlxFTH's solution](#)

**162.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[zlxFTH's solution](#)

**163.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[zlxFTH's solution](#)

**164.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[zlxFTH's solution](#)

**165.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[zlxFTH's solution](#)

**166.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,622 global accepts · Rating: 1000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[zlxFTH's solution](#)

**167.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2021-02-22 · last AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[zlxFTH's solution](#)

**168.**

816A

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

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[zlxFTH's solution](#)

**169.**

2211B

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

Quality: 11,619 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zlxFTH's solution](#)

**170.**

2138A

[Cake Assignment](#) · [Tutorial](#)

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

[zlxFTH's solution](#)

**171.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zlxFTH's solution](#)

**172.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zlxFTH's solution](#)

**173.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zlxFTH's solution](#)

**174.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[zlxFTH's solution](#)

**175.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zlxFTH's solution](#)

**176.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zlxFTH's solution](#)

**177.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**178.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zlxFTH's solution](#)

**179.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[zlxFTH's solution](#)

**180.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zlxFTH's solution](#)

**181.**

1842B

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

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[zlxFTH's solution](#)

**182.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,804 global accepts · Rating: 1100 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[zlxFTH's solution](#)

**183.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,488 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers

[zlxFTH's solution](#)

**184.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zlxFTH's solution](#)

**185.**

1797B

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

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[zlxFTH's solution](#)

**186.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[zlxFTH's solution](#)

**187.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[zlxFTH's solution](#)

**188.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,975 global accepts · Rating: 1100 · first AC: 2023-01-25 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[zlxFTH's solution](#)

**189.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**190.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zlxFTH's solution](#)

**191.**

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[zlxFTH's solution](#)

**192.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[zlxFTH's solution](#)

**193.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[zlxFTH's solution](#)

**194.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zlxFTH's solution](#)

**195.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[zlxFTH's solution](#)

**196.**

1702C

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

Quality: 25,121 global accepts · Rating: 1100 · first AC: 2022-07-10 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[zlxFTH's solution](#)

**197.**

1673B

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

Quality: 21,770 global accepts · Rating: 1100 · first AC: 2022-04-30 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[zlxFTH's solution](#)

**198.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[zlxFTH's solution](#)

**199.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[zlxFTH's solution](#)

**200.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[zlxFTH's solution](#)

**201.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[zlxFTH's solution](#)

**202.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: greedy

[zlxFTH's solution](#)

**203.**

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[zlxFTH's solution](#)

**204.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[zlxFTH's solution](#)

**205.**

2174A

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[zlxFTH's solution](#)

**206.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zlxFTH's solution](#)

## 207.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zlxFTH's solution](#)

## 208.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[zlxFTH's solution](#)

## 209.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[zlxFTH's solution](#)

## 210.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zlxFTH's solution](#)

## 211.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[zlxFTH's solution](#)

## 212.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[zlxFTH's solution](#)

## 213.

1909B

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

Quality: 30,957 global accepts · Rating: 1200 · first AC: 2023-12-23 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zlxFTH's solution](#)

## 214.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[zlxFTH's solution](#)

## 215.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[zlxFTH's solution](#)

## 216.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zlxFTH's solution](#)

**217.**

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zlxFTH's solution](#)

**218.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-12 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: games

[zlxFTH's solution](#)

**219.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,618 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[zlxFTH's solution](#)

**220.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zlxFTH's solution](#)

**221.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[zlxFTH's solution](#)

**222.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zlxFTH's solution](#)

**223.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[zlxFTH's solution](#)

**224.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-16 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[zlxFTH's solution](#)

**225.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1200 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[zlxFTH's solution](#)

**226.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · last AC: 2021-07-31 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[zlxFTH's solution](#)

**227.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[zlxFTH's solution](#)

**228.**

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[zlxFTH's solution](#)

**229.**

2211C1

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

Quality: 9,104 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[zlxFTH's solution](#)

**230.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[zlxFTH's solution](#)

**231.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[zlxFTH's solution](#)

**232.**

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zlxFTH's solution](#)

**233.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zlxFTH's solution](#)

**234.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zlxFTH's solution](#)

**235.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[zlxFTH's solution](#)

**236.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[zlxFTH's solution](#)

**237.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zlxFTH's solution](#)

**238.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zlxFTH's solution](#)

**239.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zlxFTH's solution](#)

**240.**

1879C

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

Quality: 27,109 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[zlxFTH's solution](#)

**241.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[zlxFTH's solution](#)

**242.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zlxFTH's solution](#)

**243.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zlxFTH's solution](#)

**244.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[zlxFTH's solution](#)

**245.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[zlxFTH's solution](#)

**246.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[zlxFTH's solution](#)

## 247.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zlxFTH's solution](#)

## 248.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[zlxFTH's solution](#)

## 249.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zlxFTH's solution](#)

## 250.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[zlxFTH's solution](#)

## 251.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlxFTH's solution](#)

## 252.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zlxFTH's solution](#)

## 253.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[zlxFTH's solution](#)

## 254.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zlxFTH's solution](#)

## 255.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zlxFTH's solution](#)

## 256.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, implementation, math

[zlxFTH's solution](#)

**257.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[zlxFTH's solution](#)

**258.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zlxFTH's solution](#)

**259.**

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[zlxFTH's solution](#)

**260.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[zlxFTH's solution](#)

**261.**

1601A

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

Quality: 21,090 global accepts · Rating: 1300 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[zlxFTH's solution](#)

**262.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[zlxFTH's solution](#)

**263.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[zlxFTH's solution](#)

**264.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[zlxFTH's solution](#)

**265.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zlxFTH's solution](#)

**266.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zlxFTH's solution](#)

**267.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[zlxFTH's solution](#)

**268.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[zlxFTH's solution](#)

**269.**

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zlxFTH's solution](#)

**270.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[zlxFTH's solution](#)

**271.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[zlxFTH's solution](#)

**272.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[zlxFTH's solution](#)

**273.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[zlxFTH's solution](#)

**274.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zlxFTH's solution](#)

**275.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[zlxFTH's solution](#)

**276.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[zlxFTH's solution](#)

**277.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[zlxFTH's solution](#)

**278.**

1320A

[Journey Planning · Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, sortings

[zlxFTH's solution](#)

**279.**

1863D

[Two-Colored Dominoes · Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zlxFTH's solution](#)

**280.**

1292A

[NEKO's Maze Game · Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[zlxFTH's solution](#)

**281.**

1854A1

[Dual \(Easy Version\) · Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**282.**

1844D

[Row Major · Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[zlxFTH's solution](#)

**283.**

1830A

[Copil Copac Draws Trees · Tutorial](#)

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zlxFTH's solution](#)

**284.**

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zlxFTH's solution](#)

**285.**

1837D

[Bracket Coloring · Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zlxFTH's solution](#)

**286.**

1549C

[Web of Lies · Tutorial](#)

Rating: 1400 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[zlxFTH's solution](#)

**287.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[zlxFTH's solution](#)

**288.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zlxFTH's solution](#)

**289.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[zlxFTH's solution](#)

**290.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[zlxFTH's solution](#)

**291.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[zlxFTH's solution](#)

**292.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zlxFTH's solution](#)

**293.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[zlxFTH's solution](#)

**294.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zlxFTH's solution](#)

**295.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[zlxFTH's solution](#)

**296.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zlxFTH's solution](#)

**297.**

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[zlxFTH's solution](#)

**298.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[zlxFTH's solution](#)

**299.**

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[zlxFTH's solution](#)

**300.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[zlxFTH's solution](#)

**301.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zlxFTH's solution](#)

**302.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[zlxFTH's solution](#)

**303.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[zlxFTH's solution](#)

**304.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,371 global accepts · Rating: 1400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[zlxFTH's solution](#)

**305.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zlxFTH's solution](#)

**306.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[zlxFTH's solution](#)

**307.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zlxFTH's solution](#)

**308.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[zlxFTH's solution](#)

**309.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[zlxFTH's solution](#)

**310.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zlxFTH's solution](#)

**311.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zlxFTH's solution](#)

**312.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[zlxFTH's solution](#)

**313.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zlxFTH's solution](#)

**314.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zlxFTH's solution](#)

**315.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[zlxFTH's solution](#)

**316.**

1842C

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

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[zlxFTH's solution](#)

**317.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zlxFTH's solution](#)

**318.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · last AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[zlxFTH's solution](#)

**319.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-11-11 · last AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[zlxFTH's solution](#)

**320.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[zlxFTH's solution](#)

**321.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[zlxFTH's solution](#)

**322.**

1711C

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

Rating: 1500 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[zlxFTH's solution](#)

**323.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures  
[zlxFTH's solution](#)

**324.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[zlxFTH's solution](#)

**325.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[zlxFTH's solution](#)

**326.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zlxFTH's solution](#)

**327.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[zlxFTH's solution](#)

**328.**

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[zlxFTH's solution](#)

**329.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[zlxFTH's solution](#)

**330.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[zlxFTH's solution](#)

**331.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2021-05-29 · last AC: 2021-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[zlxFTH's solution](#)

**332.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-04-02 · last AC: 2021-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[zlxFTH's solution](#)

**333.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: hashing, implementation

[zlxFTH's solution](#)

**334.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[zlxFTH's solution](#)

**335.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zlxFTH's solution](#)

**336.**

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers  
[zlxFTH's solution](#)

**337.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[zlxFTH's solution](#)

**338.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[zlxFTH's solution](#)

**339.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[zlxFTH's solution](#)

**340.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[zlxFTH's solution](#)

**341.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[zlxFTH's solution](#)

**342.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[zlxFTH's solution](#)

**343.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[zlxFTH's solution](#)

**344.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[zlxFTH's solution](#)

**345.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[zlxFTH's solution](#)

**346.**

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zlxFTH's solution](#)

**347.**

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zlxFTH's solution](#)

**348.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlxFTH's solution](#)

**349.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-04-27 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zlxFTH's solution](#)

**350.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zlxFTH's solution](#)

**351.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[zlxFTH's solution](#)

**352.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[zlxFTH's solution](#)

**353.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[zlxFTH's solution](#)

**354.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[zlxFTH's solution](#)

**355.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[zlxFTH's solution](#)

**356.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[zlxFTH's solution](#)

**357.**

1748C

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

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zlxFTH's solution](#)

**358.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[zlxFTH's solution](#)

**359.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[zlxFTH's solution](#)

**360.**

1754D

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

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

[zlxFTH's solution](#)

**361.**

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[zlxFTH's solution](#)

**362.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zlxFTH's solution](#)

**363.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zlxFTH's solution](#)

**364.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[zlxFTH's solution](#)

**365.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,497 global accepts · Rating: 1600 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[zlxFTH's solution](#)

**366.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[zlxFTH's solution](#)

**367.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[zlxFTH's solution](#)

**368.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation

[zlxFTH's solution](#)

**369.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: implementation, math

[zlxFTH's solution](#)

**370.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[zlxFTH's solution](#)

**371.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[zlxFTH's solution](#)

**372.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[zlxFTH's solution](#)

**373.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zlxFTH's solution](#)

**374.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[zlxFTH's solution](#)

**375.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[zlxFTH's solution](#)

**376.**

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[zlxFTH's solution](#)

**377.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[zlxFTH's solution](#)

**378.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[zlxFTH's solution](#)

**379.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[zlxFTH's solution](#)

**380.**

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[zlxFTH's solution](#)

**381.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[zlxFTH's solution](#)

**382.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[zlxFTH's solution](#)

**383.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[zlxFTH's solution](#)

**384.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[zlxFTH's solution](#)

**385.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks,

constructive algorithms, greedy, interactive, math

[zlxFTH's solution](#)

**386.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[zlxFTH's solution](#)

**387.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[zlxFTH's solution](#)

**388.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[zlxFTH's solution](#)

**389.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[zlxFTH's solution](#)

**390.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[zlxFTH's solution](#)

**391.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zlxFTH's solution](#)

**392.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[zlxFTH's solution](#)

**393.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zlxFTH's solution](#)

**394.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[zlxFTH's solution](#)

**395.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

graphs, greedy, implementation, math

[zlxFTH's solution](#)

**396.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[zlxFTH's solution](#)

**397.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[zlxFTH's solution](#)

**398.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[zlxFTH's solution](#)

**399.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[zlxFTH's solution](#)

**400.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zlxFTH's solution](#)

**401.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · last AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zlxFTH's solution](#)

**402.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-04-27 · last AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zlxFTH's solution](#)

**403.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zlxFTH's solution](#)

**404.**

1792D

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

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[zlxFTH's solution](#)

**405.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[zlxFTH's solution](#)

#### 406.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[zlxFTH's solution](#)

#### 407.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[zlxFTH's solution](#)

#### 408.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[zlxFTH's solution](#)

#### 409.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[zlxFTH's solution](#)

#### 410.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zlxFTH's solution](#)

#### 411.

1249E

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

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[zlxFTH's solution](#)

#### 412.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[zlxFTH's solution](#)

#### 413.

1699C

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

Quality: 10,722 global accepts · Rating: 1700 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zlxFTH's solution](#)

#### 414.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-17 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zlxFTH's solution](#)

**415.**

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[zlxFTH's solution](#)

**416.**

1594D

[The Number of Imposters · Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[zlxFTH's solution](#)

**417.**

106C

[Buns · Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zlxFTH's solution](#)

**418.**

118D

[Caesar's Legions · Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zlxFTH's solution](#)

**419.**

1061C

[Multiplicity · Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[zlxFTH's solution](#)

**420.**

1528B

[Kavi on Pairing Duty · Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-06-11 · last AC: 2021-06-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[zlxFTH's solution](#)

**421.**

816C

[Karen and Game · Tutorial](#)

Rating: 1700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[zlxFTH's solution](#)

**422.**

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[zlxFTH's solution](#)

**423.**

2196C1

[Interactive Graph \(Simple Version\) · Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[zlxFTH's solution](#)

**424.**

2164D

[Copy String · Tutorial](#)

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

[zlxFTH's solution](#)

**425.**

2138C1

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

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

[zlxFTH's solution](#)

**426.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[zlxFTH's solution](#)

**427.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[zlxFTH's solution](#)

**428.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[zlxFTH's solution](#)

**429.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zlxFTH's solution](#)

**430.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[zlxFTH's solution](#)

**431.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[zlxFTH's solution](#)

**432.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[zlxFTH's solution](#)

**433.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zlxFTH's solution](#)

**434.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[zlxFTH's solution](#)

**435.**

1617D1

[Too Many Impostors \(easy version\) · Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[zlxFTH's solution](#)

**436.**

1870D

[Prefix Purchase · Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[zlxFTH's solution](#)

**437.**

1299B

[Aerodynamic · Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[zlxFTH's solution](#)

**438.**

1290B

[Irreducible Anagrams · Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[zlxFTH's solution](#)

**439.**

1286B

[Numbers on Tree · Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[zlxFTH's solution](#)

**440.**

1286A

[Garland · Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[zlxFTH's solution](#)

**441.**

1852B

[Imbalanced Arrays · Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[zlxFTH's solution](#)

**442.**

1852A

[Ntarsis' Set · Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[zlxFTH's solution](#)

**443.**

743D

[Chloe and pleasant prizes · Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zlxFTH's solution](#)

**444.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[zlxFTH's solution](#)

**445.**

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zlxFTH's solution](#)

**446.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[zlxFTH's solution](#)

**447.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zlxFTH's solution](#)

**448.**

1549D

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

Rating: 1800 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[zlxFTH's solution](#)

**449.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[zlxFTH's solution](#)

**450.**

1780D

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

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zlxFTH's solution](#)

**451.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zlxFTH's solution](#)

**452.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[zlxFTH's solution](#)

**453.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[zlxFTH's solution](#)

**454.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zlxFTH's solution](#)

**455.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[zlxFTH's solution](#)

**456.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[zlxFTH's solution](#)

**457.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[zlxFTH's solution](#)

**458.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[zlxFTH's solution](#)

**459.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[zlxFTH's solution](#)

**460.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[zlxFTH's solution](#)

**461.**

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[zlxFTH's solution](#)

**462.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[zlxFTH's solution](#)

**463.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[zlxFTH's solution](#)

**464.**

245H

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

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[zlxFTH's solution](#)

**465.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2021-04-20 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: dp, greedy  
[zlxFTH's solution](#)

**466.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math  
[zlxFTH's solution](#)

**467.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[zlxFTH's solution](#)

**468.**

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[zlxFTH's solution](#)

**469.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[zlxFTH's solution](#)

**470.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[zlxFTH's solution](#)

**471.**

2138B

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

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[zlxFTH's solution](#)

**472.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[zlxFTH's solution](#)

**473.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers  
[zlxFTH's solution](#)

**474.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

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

**475.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[zlxFTH's solution](#)

**476.**

1938C

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

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

[zlxFTH's solution](#)

**477.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[zlxFTH's solution](#)

**478.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[zlxFTH's solution](#)

**479.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[zlxFTH's solution](#)

**480.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[zlxFTH's solution](#)

**481.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[zlxFTH's solution](#)

**482.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[zlxFTH's solution](#)

**483.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[zlxFTH's solution](#)

**484.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[zlxFTH's solution](#)

**485.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**486.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zlxFTH's solution](#)

**487.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[zlxFTH's solution](#)

**488.**

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[zlxFTH's solution](#)

**489.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[zlxFTH's solution](#)

**490.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[zlxFTH's solution](#)

**491.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[zlxFTH's solution](#)

**492.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[zlxFTH's solution](#)

**493.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zlxFTH's solution](#)

**494.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory,

two pointers

[zlxFTH's solution](#)

**495.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[zlxFTH's solution](#)

**496.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[zlxFTH's solution](#)

**497.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-23 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[zlxFTH's solution](#)

**498.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[zlxFTH's solution](#)

**499.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[zlxFTH's solution](#)

**500.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[zlxFTH's solution](#)

**501.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[zlxFTH's solution](#)

**502.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[zlxFTH's solution](#)

**503.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[zlxFTH's solution](#)

**504.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[zlxFTH's solution](#)

## 505.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[zlxFTH's solution](#)

## 506.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[zlxFTH's solution](#)

## 507.

1702G1

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

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[zlxFTH's solution](#)

## 508.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[zlxFTH's solution](#)

## 509.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[zlxFTH's solution](#)

## 510.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[zlxFTH's solution](#)

## 511.

2138C2

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

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

[zlxFTH's solution](#)

## 512.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[zlxFTH's solution](#)

## 513.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zlxFTH's solution](#)

**514.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-06-21 · last AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[zlxFTH's solution](#)

**515.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[zlxFTH's solution](#)

**516.**

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zlxFTH's solution](#)

**517.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[zlxFTH's solution](#)

**518.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[zlxFTH's solution](#)

**519.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[zlxFTH's solution](#)

**520.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[zlxFTH's solution](#)

**521.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlxFTH's solution](#)

**522.**

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[zlxFTH's solution](#)

**523.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[zlxFTH's solution](#)

**524.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: ternary search

[zlxFTH's solution](#)

**525.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[zlxFTH's solution](#)

**526.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[zlxFTH's solution](#)

**527.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zlxFTH's solution](#)

**528.**

1588B

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

Rating: 2000 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[zlxFTH's solution](#)

**529.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[zlxFTH's solution](#)

**530.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[zlxFTH's solution](#)

**531.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zlxFTH's solution](#)

**532.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[zlxFTH's solution](#)

**533.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[zlxFTH's solution](#)

**534.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[zlxFTH's solution](#)

**535.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[zlxFTH's solution](#)

**536.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy  
[zlxFTH's solution](#)

**537.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings  
[zlxFTH's solution](#)

**538.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees  
[zlxFTH's solution](#)

**539.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory  
[zlxFTH's solution](#)

**540.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, hashing, strings  
[zlxFTH's solution](#)

**541.**

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[zlxFTH's solution](#)

**542.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers  
[zlxFTH's solution](#)

**543.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers  
[zlxFTH's solution](#)

**544.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[zlxFTH's solution](#)

**545.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[zlxFTH's solution](#)

**546.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[zlxFTH's solution](#)

**547.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[zlxFTH's solution](#)

**548.**

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[zlxFTH's solution](#)

**549.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math  
[zlxFTH's solution](#)

**550.**

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search  
[zlxFTH's solution](#)

**551.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[zlxFTH's solution](#)

**552.**

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees  
[zlxFTH's solution](#)

**553.**

1506G

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

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, strings  
[zlxFTH's solution](#)

**554.**

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2021-02-25 · last AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dp, math  
[zlxFTH's solution](#)

**555.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[zlxFTH's solution](#)

**556.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[zlxFTH's solution](#)

**557.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[zlxFTH's solution](#)

**558.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[zlxFTH's solution](#)

**559.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[zlxFTH's solution](#)

**560.**

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation  
[zlxFTH's solution](#)

**561.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory  
[zlxFTH's solution](#)

**562.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[zlxFTH's solution](#)

**563.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees  
[zlxFTH's solution](#)

**564.**

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[zlxFTH's solution](#)

**565.**

1938J

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

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

[zlxFTH's solution](#)

**566.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[zlxFTH's solution](#)

**567.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[zlxFTH's solution](#)

**568.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[zlxFTH's solution](#)

**569.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[zlxFTH's solution](#)

**570.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[zlxFTH's solution](#)

**571.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[zlxFTH's solution](#)

**572.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[zlxFTH's solution](#)

**573.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[zlxFTH's solution](#)

**574.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-02-20 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[zlxFTH's solution](#)

**575.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[zlxFTH's solution](#)

**576.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[zlxFTH's solution](#)

**577.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-11 · last AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[zlxFTH's solution](#)

**578.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zlxFTH's solution](#)

**579.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-10 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[zlxFTH's solution](#)

**580.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[zlxFTH's solution](#)

**581.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[zlxFTH's solution](#)

**582.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zlxFTH's solution](#)

**583.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[zlxFTH's solution](#)

**584.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zlxFTH's solution](#)

**585.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[zlxFTH's solution](#)

**586.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[zlxFTH's solution](#)

**587.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[zlxFTH's solution](#)

**588.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings

[zlxFTH's solution](#)

**589.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[zlxFTH's solution](#)

**590.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[zlxFTH's solution](#)

**591.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: geometry, math

[zlxFTH's solution](#)

**592.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[zlxFTH's solution](#)

**593.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-06-19 · last AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[zlxFTH's solution](#)

**594.**

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[zlxFTH's solution](#)

**595.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[zlxFTH's solution](#)

**596.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zlxFTH's solution](#)

**597.**

1938E

[Duplicates](#) · [Tutorial](#)

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

[zlxFTH's solution](#)

**598.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[zlxFTH's solution](#)

**599.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[zlxFTH's solution](#)

**600.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[zlxFTH's solution](#)

**601.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[zlxFTH's solution](#)

**602.**

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zlxFTH's solution](#)

**603.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[zlxFTH's solution](#)

## 604.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zlxFTH's solution](#)

## 605.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[zlxFTH's solution](#)

## 606.

1786E

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

Rating: 2200 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[zlxFTH's solution](#)

## 607.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[zlxFTH's solution](#)

## 608.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zlxFTH's solution](#)

## 609.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zlxFTH's solution](#)

## 610.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zlxFTH's solution](#)

## 611.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[zlxFTH's solution](#)

## 612.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[zlxFTH's solution](#)

**613.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[zlxFTH's solution](#)

**614.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[zlxFTH's solution](#)

**615.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zlxFTH's solution](#)

**616.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[zlxFTH's solution](#)

**617.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[zlxFTH's solution](#)

**618.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[zlxFTH's solution](#)

**619.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zlxFTH's solution](#)

**620.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[zlxFTH's solution](#)

**621.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zlxFTH's solution](#)

**622.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[zlxFTH's solution](#)

**623.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[zlxFTH's solution](#)

**624.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[zlxFTH's solution](#)

**625.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[zlxFTH's solution](#)

**626.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[zlxFTH's solution](#)

**627.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[zlxFTH's solution](#)

**628.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zlxFTH's solution](#)

**629.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[zlxFTH's solution](#)

**630.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[zlxFTH's solution](#)

**631.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[zlxFTH's solution](#)

**632.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, trees

[zlxFTH's solution](#)

**633.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[zlxFTH's solution](#)

**634.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zlxFTH's solution](#)

**635.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[zlxFTH's solution](#)

**636.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[zlxFTH's solution](#)

**637.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[zlxFTH's solution](#)

**638.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[zlxFTH's solution](#)

**639.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[zlxFTH's solution](#)

**640.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[zlxFTH's solution](#)

**641.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[zlxFTH's solution](#)

**642.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[zlxFTH's solution](#)

**643.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[zlxFTH's solution](#)

**644.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[zlxFTH's solution](#)

**645.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[zlxFTH's solution](#)

**646.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-27 · last AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[zlxFTH's solution](#)

**647.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[zlxFTH's solution](#)

**648.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[zlxFTH's solution](#)

**649.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · last AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[zlxFTH's solution](#)

**650.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[zlxFTH's solution](#)

**651.**

1549F1

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

Rating: 2300 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[zlxFTH's solution](#)

**652.**

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks,

geometry, math, number theory

[zlxFTH's solution](#)

**653.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[zlxFTH's solution](#)

**654.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[zlxFTH's solution](#)

**655.**

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zlxFTH's solution](#)

**656.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zlxFTH's solution](#)

**657.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[zlxFTH's solution](#)

**658.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[zlxFTH's solution](#)

**659.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[zlxFTH's solution](#)

**660.**

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[zlxFTH's solution](#)

**661.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zlxFTH's solution](#)

**662.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp,

implementation, math, trees

[zlxFTH's solution](#)

**663.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · last AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[zlxFTH's solution](#)

**664.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[zlxFTH's solution](#)

**665.**

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zlxFTH's solution](#)

**666.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[zlxFTH's solution](#)

**667.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[zlxFTH's solution](#)

**668.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[zlxFTH's solution](#)

**669.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-10 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[zlxFTH's solution](#)

**670.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[zlxFTH's solution](#)

**671.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[zlxFTH's solution](#)

**672.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

[zlxFTH's solution](#)

**673.**

1943D1

[Counting Is Fun \(Easy Version\) · Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zlxFTH's solution](#)

**674.**

1938K

[Tree Quiz · Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zlxFTH's solution](#)

**675.**

1938F

[Forming Groups · Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[zlxFTH's solution](#)

**676.**

1936C

[Pokémon Arena · Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[zlxFTH's solution](#)

**677.**

733E

[Sleep in Class · Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[zlxFTH's solution](#)

**678.**

962F

[Simple Cycles Edges · Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[zlxFTH's solution](#)

**679.**

822E

[Liar · Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[zlxFTH's solution](#)

**680.**

1202E

[You Are Given Some Strings... · Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[zlxFTH's solution](#)

**681.**

1909E

[Multiple Lamps · Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-24 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[zlxFTH's solution](#)

**682.**

1182D

[Complete Mirror · Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[zlxFTH's solution](#)

**683.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[zlxFTH's solution](#)

**684.**

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[zlxFTH's solution](#)

**685.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[zlxFTH's solution](#)

**686.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zlxFTH's solution](#)

**687.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[zlxFTH's solution](#)

**688.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[zlxFTH's solution](#)

**689.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[zlxFTH's solution](#)

**690.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zlxFTH's solution](#)

**691.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[zlxFTH's solution](#)

**692.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zlxFTH's solution](#)

**693.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[zlxFTH's solution](#)

**694.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[zlxFTH's solution](#)

**695.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[zlxFTH's solution](#)

**696.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[zlxFTH's solution](#)

**697.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[zlxFTH's solution](#)

**698.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[zlxFTH's solution](#)

**699.**

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[zlxFTH's solution](#)

**700.**

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[zlxFTH's solution](#)

**701.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[zlxFTH's solution](#)

**702.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[zlxFTH's solution](#)

**703.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[zlxFTH's solution](#)

**704.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[zlxFTH's solution](#)

**705.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[zlxFTH's solution](#)

**706.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[zlxFTH's solution](#)

**707.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**708.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zlxFTH's solution](#)

**709.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[zlxFTH's solution](#)

**710.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zlxFTH's solution](#)

**711.**

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[zlxFTH's solution](#)

**712.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[zlxFTH's solution](#)

**713.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[zlxFTH's solution](#)

**714.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[zlxFTH's solution](#)

**715.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[zlxFTH's solution](#)

**716.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[zlxFTH's solution](#)

**717.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[zlxFTH's solution](#)

**718.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[zlxFTH's solution](#)

**719.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zlxFTH's solution](#)

**720.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[zlxFTH's solution](#)

**721.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zlxFTH's solution](#)

## 722.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zlxFTH's solution](#)

## 723.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[zlxFTH's solution](#)

## 724.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[zlxFTH's solution](#)

## 725.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-24 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[zlxFTH's solution](#)

## 726.

1786F

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, games, math

[zlxFTH's solution](#)

## 727.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[zlxFTH's solution](#)

## 728.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · last AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[zlxFTH's solution](#)

## 729.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[zlxFTH's solution](#)

## 730.

1780G

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

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[zlxFTH's solution](#)

**731.**

1780E

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[zlxFTH's solution](#)

**732.**

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[zlxFTH's solution](#)

**733.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-27 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[zlxFTH's solution](#)

**734.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[zlxFTH's solution](#)

**735.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[zlxFTH's solution](#)

**736.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[zlxFTH's solution](#)

**737.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[zlxFTH's solution](#)

**738.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**739.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[zlxFTH's solution](#)

**740.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zlxFTH's solution](#)

## 741.

816E

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

Rating: 2400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dp, trees

[zlxFTH's solution](#)

## 742.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[zlxFTH's solution](#)

## 743.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[zlxFTH's solution](#)

## 744.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[zlxFTH's solution](#)

## 745.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[zlxFTH's solution](#)

## 746.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[zlxFTH's solution](#)

## 747.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zlxFTH's solution](#)

## 748.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[zlxFTH's solution](#)

## 749.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[zlxFTH's solution](#)

**750.**

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[zlxFTH's solution](#)

**751.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[zlxFTH's solution](#)

**752.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zlxFTH's solution](#)

**753.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[zlxFTH's solution](#)

**754.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-20 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[zlxFTH's solution](#)

**755.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zlxFTH's solution](#)

**756.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[zlxFTH's solution](#)

**757.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[zlxFTH's solution](#)

**758.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[zlxFTH's solution](#)

**759.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[zlxFTH's solution](#)

**760.**

1209E2

[Rotate Columns \(hard version\) · Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[zlxFTH's solution](#)

**761.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[zlxFTH's solution](#)

**762.**

1470C

[Strange Shuffle · Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[zlxFTH's solution](#)

**763.**

1423H

[Virus · Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[zlxFTH's solution](#)

**764.**

1381C

[Mastermind · Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[zlxFTH's solution](#)

**765.**

1361C

[Johnny and Megan's Necklace · Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[zlxFTH's solution](#)

**766.**

1876D

[Lexichromatography · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[zlxFTH's solution](#)

**767.**

804D

[Expected diameter of a tree · Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[zlxFTH's solution](#)

**768.**

1623E

[Middle Duplication · Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[zlxFTH's solution](#)

**769.**

1625E1

[Cats on the Upgrade \(easy version\) · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[zlxFTH's solution](#)

### 770.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zlxFTH's solution](#)

### 771.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[zlxFTH's solution](#)

### 772.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[zlxFTH's solution](#)

### 773.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[zlxFTH's solution](#)

### 774.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[zlxFTH's solution](#)

### 775.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[zlxFTH's solution](#)

### 776.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[zlxFTH's solution](#)

### 777.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[zlxFTH's solution](#)

### 778.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, trees

[zlxFTH's solution](#)

**779.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings  
[zlxFTH's solution](#)

**780.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[zlxFTH's solution](#)

**781.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[zlxFTH's solution](#)

**782.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings  
[zlxFTH's solution](#)

**783.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[zlxFTH's solution](#)

**784.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers  
[zlxFTH's solution](#)

**785.**

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers  
[zlxFTH's solution](#)

**786.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[zlxFTH's solution](#)

**787.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math  
[zlxFTH's solution](#)

**788.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[zlxFTH's solution](#)

**789.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[zlxFTH's solution](#)

**790.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[zlxFTH's solution](#)

**791.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[zlxFTH's solution](#)

**792.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[zlxFTH's solution](#)

**793.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[zlxFTH's solution](#)

**794.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[zlxFTH's solution](#)

**795.**

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[zlxFTH's solution](#)

**796.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[zlxFTH's solution](#)

**797.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[zlxFTH's solution](#)

**798.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[zlxFTH's solution](#)

**799.**

1775F

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

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[zlxFTH's solution](#)

**800.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[zlxFTH's solution](#)

**801.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[zlxFTH's solution](#)

**802.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[zlxFTH's solution](#)

**803.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zlxFTH's solution](#)

**804.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[zlxFTH's solution](#)

**805.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zlxFTH's solution](#)

**806.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[zlxFTH's solution](#)

**807.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[zlxFTH's solution](#)

**808.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[zlxFTH's solution](#)

**809.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zlxFTH's solution](#)

**810.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[zlxFTH's solution](#)

**811.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zlxFTH's solution](#)

**812.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[zlxFTH's solution](#)

**813.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[zlxFTH's solution](#)

**814.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[zlxFTH's solution](#)

**815.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[zlxFTH's solution](#)

**816.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[zlxFTH's solution](#)

**817.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zlxFTH's solution](#)

**818.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[zlxFTH's solution](#)

**819.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[zlxFTH's solution](#)

**820.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[zlxFTH's solution](#)

**821.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[zlxFTH's solution](#)

**822.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zlxFTH's solution](#)

**823.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[zlxFTH's solution](#)

**824.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[zlxFTH's solution](#)

**825.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[zlxFTH's solution](#)

**826.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zlxFTH's solution](#)

**827.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[zlxFTH's solution](#)

**828.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, graphs

[zlxFTH's solution](#)

**829.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[zlxFTH's solution](#)

**830.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zlxFTH's solution](#)

**831.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[zlxFTH's solution](#)

**832.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[zlxFTH's solution](#)

**833.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[zlxFTH's solution](#)

**834.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[zlxFTH's solution](#)

**835.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[zlxFTH's solution](#)

**836.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[zlxFTH's solution](#)

**837.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[zlxFTH's solution](#)

**838.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[zlxFTH's solution](#)

**839.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[zlxFTH's solution](#)

**840.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[zlxFTH's solution](#)

**841.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[zlxFTH's solution](#)

**842.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[zlxFTH's solution](#)

**843.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[zlxFTH's solution](#)

**844.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zlxFTH's solution](#)

**845.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[zlxFTH's solution](#)

**846.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[zlxFTH's solution](#)

**847.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[zlxFTH's solution](#)

**848.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[zlxFTH's solution](#)

**849.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zlxFTH's solution](#)

**850.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[zlxFTH's solution](#)

**851.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[zlxFTH's solution](#)

**852.**

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[zlxFTH's solution](#)

**853.**

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[zlxFTH's solution](#)

**854.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[zlxFTH's solution](#)

**855.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zlxFTH's solution](#)

**856.**

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[zlxFTH's solution](#)

**857.**

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[zlxFTH's solution](#)

**858.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zlxFTH's solution](#)

**859.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[zlxFTH's solution](#)

**860.**

995F

[Cowcompany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees  
[zlxFTH's solution](#)

**861.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-31 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math  
[zlxFTH's solution](#)

**862.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[zlxFTH's solution](#)

**863.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[zlxFTH's solution](#)

**864.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-12-03 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry  
[zlxFTH's solution](#)

**865.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry  
[zlxFTH's solution](#)

**866.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices  
[zlxFTH's solution](#)

**867.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: math  
[zlxFTH's solution](#)

**868.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[zlxFTH's solution](#)

**869.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[zlxFTH's solution](#)

### 870.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[zlxFTH's solution](#)

### 871.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[zlxFTH's solution](#)

### 872.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[zlxFTH's solution](#)

### 873.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[zlxFTH's solution](#)

### 874.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[zlxFTH's solution](#)

### 875.

1366F

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

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry, graphs

[zlxFTH's solution](#)

### 876.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[zlxFTH's solution](#)

### 877.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[zlxFTH's solution](#)

### 878.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zlxFTH's solution](#)

### 879.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs,

implementation, math, number theory, shortest paths, trees

[zlxFTH's solution](#)

**880.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[zlxFTH's solution](#)

**881.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[zlxFTH's solution](#)

**882.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[zlxFTH's solution](#)

**883.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[zlxFTH's solution](#)

**884.**

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zlxFTH's solution](#)

**885.**

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zlxFTH's solution](#)

**886.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[zlxFTH's solution](#)

**887.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[zlxFTH's solution](#)

**888.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[zlxFTH's solution](#)

**889.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games  
[zlxFTH's solution](#)

**890.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices  
[zlxFTH's solution](#)

**891.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings  
[zlxFTH's solution](#)

**892.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[zlxFTH's solution](#)

**893.**

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[zlxFTH's solution](#)

**894.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[zlxFTH's solution](#)

**895.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math  
[zlxFTH's solution](#)

**896.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-09-24 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[zlxFTH's solution](#)

**897.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory  
[zlxFTH's solution](#)

**898.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[zlxFTH's solution](#)

**899.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zlxFTH's solution](#)

**900.**

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zlxFTH's solution](#)

**901.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[zlxFTH's solution](#)

**902.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[zlxFTH's solution](#)

**903.**

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, hashing, strings

[zlxFTH's solution](#)

**904.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[zlxFTH's solution](#)

**905.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[zlxFTH's solution](#)

**906.**

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[zlxFTH's solution](#)

**907.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[zlxFTH's solution](#)

**908.**

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zlxFTH's solution](#)

**909.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities  
[zlxFTH's solution](#)

**910.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[zlxFTH's solution](#)

**911.**

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[zlxFTH's solution](#)

**912.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities  
[zlxFTH's solution](#)

**913.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers  
[zlxFTH's solution](#)

**914.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy  
[zlxFTH's solution](#)

**915.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees  
[zlxFTH's solution](#)

**916.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[zlxFTH's solution](#)

**917.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings  
[zlxFTH's solution](#)

**918.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp  
[zlxFTH's solution](#)

**919.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees  
[zlxFTH's solution](#)

**920.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[zlxFTH's solution](#)

**921.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities  
[zlxFTH's solution](#)

**922.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs  
[zlxFTH's solution](#)

**923.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory  
[zlxFTH's solution](#)

**924.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory  
[zlxFTH's solution](#)

**925.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[zlxFTH's solution](#)

**926.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[zlxFTH's solution](#)

**927.**

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees  
[zlxFTH's solution](#)

**928.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[zlxFTH's solution](#)

**929.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[zlxFTH's solution](#)

**930.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zlxFTH's solution](#)

**931.**

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zlxFTH's solution](#)

**932.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[zlxFTH's solution](#)

**933.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[zlxFTH's solution](#)

**934.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[zlxFTH's solution](#)

**935.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zlxFTH's solution](#)

**936.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[zlxFTH's solution](#)

**937.**

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[zlxFTH's solution](#)

**938.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[zlxFTH's solution](#)

**939.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation

[zlxFTH's solution](#)

**940.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[zlxFTH's solution](#)

**941.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[zlxFTH's solution](#)

**942.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[zlxFTH's solution](#)

**943.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[zlxFTH's solution](#)

**944.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[zlxFTH's solution](#)

**945.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[zlxFTH's solution](#)

**946.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[zlxFTH's solution](#)

**947.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-27 · last AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[zlxFTH's solution](#)

**948.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[zlxFTH's solution](#)

**949.**

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, flows, graphs  
[zlxFTH's solution](#)

**950.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[zlxFTH's solution](#)

**951.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory  
[zlxFTH's solution](#)

**952.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[zlxFTH's solution](#)

**953.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory  
[zlxFTH's solution](#)

**954.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory  
[zlxFTH's solution](#)

**955.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory  
[zlxFTH's solution](#)

**956.**

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities  
[zlxFTH's solution](#)

**957.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zlxFTH's solution](#)

**958.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zlxFTH's solution](#)

**959.**

1847E

[Triangle Platinum? · Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[zlxFTH's solution](#)

**960.**

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[zlxFTH's solution](#)

**961.**

1768F

[Wonderful Jump · Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zlxFTH's solution](#)

**962.**

938G

[Shortest Path Queries · Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[zlxFTH's solution](#)

**963.**

1747E

[List Generation · Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zlxFTH's solution](#)

**964.**

1667D

[Edge Elimination · Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[zlxFTH's solution](#)

**965.**

2057G

[Secret Message · Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[zlxFTH's solution](#)

**966.**

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[zlxFTH's solution](#)

**967.**

2075F

[Beautiful Sequence Returns · Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-20 · last AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[zlxFTH's solution](#)

**968.**

1616H

[Keep XOR Low · Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[zlxFTH's solution](#)

**969.**

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[zlxFTH's solution](#)

**970.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[zlxFTH's solution](#)

**971.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[zlxFTH's solution](#)

**972.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[zlxFTH's solution](#)

**973.**

1340E

[Nastya and Bees](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: \*broken, graphs, interactive, probabilities

[zlxFTH's solution](#)

**974.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[zlxFTH's solution](#)

**975.**

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[zlxFTH's solution](#)

**976.**

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[zlxFTH's solution](#)

**977.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[zlxFTH's solution](#)

**978.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs,

interactive

[zlxFTH's solution](#)

**979.**

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[zlxFTH's solution](#)

**980.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[zlxFTH's solution](#)

**981.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zlxFTH's solution](#)

**982.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[zlxFTH's solution](#)

**983.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[zlxFTH's solution](#)

**984.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[zlxFTH's solution](#)

**985.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zlxFTH's solution](#)

**986.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zlxFTH's solution](#)

**987.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[zlxFTH's solution](#)

**988.**

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[zlxFTH's solution](#)

**989.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[zlxFTH's solution](#)

**990.**

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[zlxFTH's solution](#)

**991.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy

[zlxFTH's solution](#)

**992.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[zlxFTH's solution](#)

**993.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[zlxFTH's solution](#)

**994.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[zlxFTH's solution](#)

**995.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[zlxFTH's solution](#)

**996.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities

[zlxFTH's solution](#)

**997.**

1815E

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

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, strings

[zlxFTH's solution](#)

**998.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[zlxFTH's solution](#)

**999.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[zlxFTH's solution](#)

**1000.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[zlxFTH's solution](#)

**1001.**

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[zlxFTH's solution](#)

**1002.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[zlxFTH's solution](#)

**1003.**

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[zlxFTH's solution](#)

**1004.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zlxFTH's solution](#)

**1005.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[zlxFTH's solution](#)

**1006.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: trees

[zlxFTH's solution](#)

**1007.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zlxFTH's solution](#)

**1008.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-04-08 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[zlxFTH's solution](#)

**1009.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: matrices, trees

[zlxFTH's solution](#)

**1010.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[zlxFTH's solution](#)

**1011.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[zlxFTH's solution](#)

**1012.**

1588E

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

Rating: 3200 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[zlxFTH's solution](#)

**1013.**

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[zlxFTH's solution](#)

**1014.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zlxFTH's solution](#)

**1015.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[zlxFTH's solution](#)

**1016.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[zlxFTH's solution](#)

**1017.**

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[zlxFTH's solution](#)

**1018.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[zlxFTH's solution](#)

**1019.**

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

data structures, dp, sortings, two pointers

[zlxFTH's solution](#)

### 1020.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[zlxFTH's solution](#)

### 1021.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[zlxFTH's solution](#)

### 1022.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[zlxFTH's solution](#)

### 1023.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[zlxFTH's solution](#)

### 1024.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math

[zlxFTH's solution](#)

### 1025.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[zlxFTH's solution](#)

### 1026.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zlxFTH's solution](#)

### 1027.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[zlxFTH's solution](#)

### 1028.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[zlxFTH's solution](#)

### 1029.

1549F2

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

Rating: 3300 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[zlxFTH's solution](#)

### 1030.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[zlxFTH's solution](#)

### 1031.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[zlxFTH's solution](#)

### 1032.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zlxFTH's solution](#)

### 1033.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2021-08-26 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[zlxFTH's solution](#)

### 1034.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zlxFTH's solution](#)

### 1035.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[zlxFTH's solution](#)

### 1036.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[zlxFTH's solution](#)

### 1037.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[zlxFTH's solution](#)

### 1038.

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[zlxFTH's solution](#)

### 1039.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[zlxFTH's solution](#)

**1040.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[zlxFTH's solution](#)

**1041.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zlxFTH's solution](#)

**1042.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[zlxFTH's solution](#)

**1043.**

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zlxFTH's solution](#)

**1044.**

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[zlxFTH's solution](#)

**1045.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[zlxFTH's solution](#)

**1046.**

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[zlxFTH's solution](#)

**1047.**

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[zlxFTH's solution](#)

**1048.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[zlxFTH's solution](#)

**1049.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[zlxFTH's solution](#)

**1050.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[zlxFTH's solution](#)

**1051.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-01-23 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[zlxFTH's solution](#)

**1052.**

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games

[zlxFTH's solution](#)

**1053.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-08 · last AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[zlxFTH's solution](#)

**1054.**

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[zlxFTH's solution](#)

**1055.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[zlxFTH's solution](#)

**1056.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zlxFTH's solution](#)

**1057.**

2222D

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

Quality: 3,177 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[zlxFTH's solution](#)

**1058.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[zlxFTH's solution](#)

**1059.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,265 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[zlxFTH's solution](#)

**1060.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zlxFTH's solution](#)