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Unique solved — zyb_txdy

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

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

Filters: none

Count: 500

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,561 global accepts · Rating: 800 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zyb_txdy's solution](#)

2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zyb_txdy's solution](#)

3.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zyb_txdy's solution](#)

4.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zyb_txdy's solution](#)

5.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zyb_txdy's solution](#)

6.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zyb_txdy's solution](#)

7.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[zyb_txdy's solution](#)

8.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[zyb_txdy's solution](#)

9.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zyb_txdy's solution](#)

10.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[zyb_txdy's solution](#)

11.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

12.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zyb_txdy's solution](#)

13.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zyb_txdy's solution](#)

14.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-16 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[zyb_txdy's solution](#)

15.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,441 global accepts · Rating: 800 · first AC: 2025-09-16 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[zyb_txdy's solution](#)

16.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zyb_txdy's solution](#)

17.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zyb_txdy's solution](#)

18.

2139A

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Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

19.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

20.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, math

[zyb_txdy's solution](#)

21.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zyb_txdy's solution](#)

22.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[zyb_txdy's solution](#)

23.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[zyb_txdy's solution](#)

24.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[zyb_txdy's solution](#)

25.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · last AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zyb_txdy's solution](#)

26.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,104 global accepts · Rating: 800 · first AC: 2025-07-17 · last AC: 2025-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zyb_txdy's solution](#)

27.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zyb_txdy's solution](#)

28.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[zyb_txdy's solution](#)

29.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zyb_txdy's solution](#)

30.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zyb_txdy's solution](#)

31.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[zyb_txdy's solution](#)

32.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[zyb_txdy's solution](#)

33.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,288 global accepts · Rating: 800 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zyb_txdy's solution](#)

34.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[zyb_txdy's solution](#)

35.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zyb_txdy's solution](#)

36.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zyb_txdy's solution](#)

37.

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[zyb_txdy's solution](#)

38.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[zyb_txdy's solution](#)

39.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[zyb_txdy's solution](#)

40.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[zyb_txdy's solution](#)

41.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zyb_txdy's solution](#)

42.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[zyb_txdy's solution](#)

43.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[zyb_txdy's solution](#)

44.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,153 global accepts · Rating: 800 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[zyb_txdy's solution](#)

45.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: strings

[zyb_txdy's solution](#)

46.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[zyb_txdy's solution](#)

47.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[zyb_txdy's solution](#)

48.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zyb_txdy's solution](#)

49.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[zyb_txdy's solution](#)

50.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zyb_txdy's solution](#)

51.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[zyb_txdy's solution](#)

52.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[zyb_txdy's solution](#)

53.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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54.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zyb_txdy's solution](#)

55.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math
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56.

2024A

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

Quality: 23,017 global accepts · Rating: 800 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zyb_txdy's solution](#)

57.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · last AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zyb_txdy's solution](#)

58.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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59.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[zyb_txdy's solution](#)

60.

2074B

[The Third Side](#) · [Tutorial](#)

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[zyb_txdy's solution](#)

61.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[zyb_txdy's solution](#)

62.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[zyb_txdy's solution](#)

63.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zyb_txdy's solution](#)

64.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zyb_txdy's solution](#)

65.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zyb_txdy's solution](#)

66.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zyb_txdy's solution](#)

67.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: strings
[zyb_txdy's solution](#)

68.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[zyb_txdy's solution](#)

69.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[zyb_txdy's solution](#)

70.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[zyb_txdy's solution](#)

71.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zyb_txdy's solution](#)

72.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[zyb_txdy's solution](#)

73.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[zyb_txdy's solution](#)

74.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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75.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[zyb_txdy's solution](#)

76.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zyb_txdy's solution](#)

77.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[zyb_txdy's solution](#)

78.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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79.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

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80.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zyb_txdy's solution](#)

81.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-16 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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82.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,936 global accepts · Rating: 900 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[zyb_txdy's solution](#)

83.

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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84.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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85.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zyb_txdy's solution](#)

86.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zyb_txdy's solution](#)

87.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[zyb_txdy's solution](#)

88.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[zyb_txdy's solution](#)

89.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

90.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[zyb_txdy's solution](#)

91.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, strings

[zyb_txdy's solution](#)

92.

2060C

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

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers

[zyb_txdy's solution](#)

93.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[zyb_txdy's solution](#)

94.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[zyb_txdy's solution](#)

95.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[zyb_txdy's solution](#)

96.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1000 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zyb_txdy's solution](#)

97.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[zyb_txdy's solution](#)

98.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,914 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[zyb_txdy's solution](#)

99.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zyb_txdy's solution](#)

100.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zyb_txdy's solution](#)

101.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-16 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zyb_txdy's solution](#)

102.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zyb_txdy's solution](#)

103.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

104.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zyb_txdy's solution](#)

105.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zyb_txdy's solution](#)

106.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1000 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zyb_txdy's solution](#)

107.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[zyb_txdy's solution](#)

108.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zyb_txdy's solution](#)

109.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zyb_txdy's solution](#)

110.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zyb_txdy's solution](#)

111.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[zyb_txdy's solution](#)

112.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zyb_txdy's solution](#)

113.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[zyb_txdy's solution](#)

114.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[zyb_txdy's solution](#)

115.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zyb_txdy's solution](#)

116.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zyb_txdy's solution](#)

117.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zyb_txdy's solution](#)

118.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zyb_txdy's solution](#)

119.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[zyb_txdy's solution](#)

120.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

121.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zyb_txdy's solution](#)

122.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[zyb_txdy's solution](#)

123.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[zyb_txdy's solution](#)

124.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zyb_txdy's solution](#)

125.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

126.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[zyb_txdy's solution](#)

127.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zyb_txdy's solution](#)

128.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[zyb_txdy's solution](#)

129.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[zyb_txdy's solution](#)

130.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, sortings

[zyb_txdy's solution](#)

131.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[zyb_txdy's solution](#)

132.

2078B

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

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[zyb_txdy's solution](#)

133.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zyb_txdy's solution](#)

134.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[zyb_txdy's solution](#)

135.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[zyb_txdy's solution](#)

136.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zyb_txdy's solution](#)

137.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[zyb_txdy's solution](#)

138.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zyb_txdy's solution](#)

139.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[zyb_txdy's solution](#)

140.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[zyb_txdy's solution](#)

141.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zyb_txdy's solution](#)

142.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-16 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[zyb_txdy's solution](#)

143.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[zyb_txdy's solution](#)

144.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zyb_txdy's solution](#)

145.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zyb_txdy's solution](#)

146.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[zyb_txdy's solution](#)

147.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[zyb_txdy's solution](#)

148.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[zyb_txdy's solution](#)

149.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[zyb_txdy's solution](#)

150.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zyb_txdy's solution](#)

151.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[zyb_txdy's solution](#)

152.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[zyb_txdy's solution](#)

153.

2091D

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

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[zyb_txdy's solution](#)

154.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[zyb_txdy's solution](#)

155.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[zyb_txdy's solution](#)

156.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zyb_txdy's solution](#)

157.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[zyb_txdy's solution](#)

158.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[zyb_txdy's solution](#)

159.

1954C

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

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[zyb_txdy's solution](#)

160.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zyb_txdy's solution](#)

161.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[zyb_txdy's solution](#)

162.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[zyb_txdy's solution](#)

163.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[zyb_txdy's solution](#)

164.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[zyb_txdy's solution](#)

165.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[zyb_txdy's solution](#)

166.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zyb_txdy's solution](#)

167.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zyb_txdy's solution](#)

168.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[zyb_txdy's solution](#)

169.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[zyb_txdy's solution](#)

170.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zyb_txdy's solution](#)

171.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[zyb_txdy's solution](#)

172.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[zyb_txdy's solution](#)

173.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[zyb_txdy's solution](#)

174.

2024C

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

Rating: 1300 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zyb_txdy's solution](#)

175.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · last AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zyb_txdy's solution](#)

176.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zyb_txdy's solution](#)

177.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zyb_txdy's solution](#)

178.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[zyb_txdy's solution](#)

179.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[zyb_txdy's solution](#)

180.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[zyb_txdy's solution](#)

181.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[zyb_txdy's solution](#)

182.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[zyb_txdy's solution](#)

183.

2156C

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

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-25 · last AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zyb_txdy's solution](#)

184.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[zyb_txdy's solution](#)

185.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[zyb_txdy's solution](#)

186.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[zyb_txdy's solution](#)

187.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[zyb_txdy's solution](#)

188.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[zyb_txdy's solution](#)

189.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[zyb_txdy's solution](#)

190.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zyb_txdy's solution](#)

191.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[zyb_txdy's solution](#)

192.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zyb_txdy's solution](#)

193.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[zyb_txdy's solution](#)

194.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zyb_txdy's solution](#)

195.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[zyb_txdy's solution](#)

196.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · last AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[zyb_txdy's solution](#)

197.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

198.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zyb_txdy's solution](#)

199.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · last AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[zyb_txdy's solution](#)

200.

1278B

[A and B · Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

201.

2147C

[Rabbits · Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[zyb_txdy's solution](#)

202.

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[zyb_txdy's solution](#)

203.

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[zyb_txdy's solution](#)

204.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[zyb_txdy's solution](#)

205.

1579C

[Ticks · Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zyb_txdy's solution](#)

206.

2108C

[Neo's Escape · Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[zyb_txdy's solution](#)

207.

2106D

[Flower Boy · Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[zyb_txdy's solution](#)

208.

1553D

[Backspace · Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
[zyb_txdy's solution](#)

209.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[zyb_txdy's solution](#)

210.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zyb_txdy's solution](#)

211.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[zyb_txdy's solution](#)

212.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · last AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math
[zyb_txdy's solution](#)

213.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
[zyb_txdy's solution](#)

214.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[zyb_txdy's solution](#)

215.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[zyb_txdy's solution](#)

216.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[zyb_txdy's solution](#)

217.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[zyb_txdy's solution](#)

218.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math
[zyb_txdy's solution](#)

219.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[zyb_txdy's solution](#)

220.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[zyb_txdy's solution](#)

221.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[zyb_txdy's solution](#)

222.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[zyb_txdy's solution](#)

223.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[zyb_txdy's solution](#)

224.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zyb_txdy's solution](#)

225.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[zyb_txdy's solution](#)

226.

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[zyb_txdy's solution](#)

227.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[zyb_txdy's solution](#)

228.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zyb_txdy's solution](#)

229.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[zyb_txdy's solution](#)

230.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[zyb_txdy's solution](#)

231.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[zyb_txdy's solution](#)

232.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[zyb_txdy's solution](#)

233.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zyb_txdy's solution](#)

234.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities

[zyb_txdy's solution](#)

235.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[zyb_txdy's solution](#)

236.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zyb_txdy's solution](#)

237.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[zyb_txdy's solution](#)

238.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zyb_txdy's solution](#)

239.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2026-02-09 · last AC: 2026-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[zyb_txdy's solution](#)

240.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[zyb_txdy's solution](#)

241.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zyb_txdy's solution](#)

242.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[zyb_txdy's solution](#)

243.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zyb_txdy's solution](#)

244.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[zyb_txdy's solution](#)

245.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[zyb_txdy's solution](#)

246.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[zyb_txdy's solution](#)

247.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[zyb_txdy's solution](#)

248.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zyb_txdy's solution](#)

249.

1579F

[Array Stabilization \(AND version\) · Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[zyb_txdy's solution](#)

250.

2094G

[Chimpanzini Bananini · Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[zyb_txdy's solution](#)

251.

2086D

[Even String · Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[zyb_txdy's solution](#)

252.

2090C

[Dining Hall · Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[zyb_txdy's solution](#)

253.

2090D

[Simple Permutation · Tutorial](#)

Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[zyb_txdy's solution](#)

254.

2024D

[Skipping · Tutorial](#)

Rating: 1700 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[zyb_txdy's solution](#)

255.

2071C

[Trapmignano Reggiano · Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[zyb_txdy's solution](#)

256.

2072F

[Goodbye, Banker Life · Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · last AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[zyb_txdy's solution](#)

257.

2065G

[Skibidus and Capping · Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[zyb_txdy's solution](#)

258.

2065F

[Skibidus and Slay · Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[zyb_txdy's solution](#)

259.

1969C

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

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[zyb_txdy's solution](#)

260.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[zyb_txdy's solution](#)

261.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[zyb_txdy's solution](#)

262.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · last AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[zyb_txdy's solution](#)

263.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-09-16 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[zyb_txdy's solution](#)

264.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[zyb_txdy's solution](#)

265.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[zyb_txdy's solution](#)

266.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[zyb_txdy's solution](#)

267.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers
[zyb_txdy's solution](#)

268.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[zyb_txdy's solution](#)

269.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[zyb_txdy's solution](#)

270.

2092D

[Mishkin Energizer · Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[zyb_txdy's solution](#)

271.

2093F

[Hackers and Neural Networks · Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[zyb_txdy's solution](#)

272.

2091F

[Igor and Mountain · Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[zyb_txdy's solution](#)

273.

2082C

[Math Division · Tutorial](#)

Rating: 1800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[zyb_txdy's solution](#)

274.

2078D

[Scammy Game Ad · Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[zyb_txdy's solution](#)

275.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[zyb_txdy's solution](#)

276.

2069D

[Palindrome Shuffle · Tutorial](#)

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[zyb_txdy's solution](#)

277.

1954D

[Colored Balls · Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[zyb_txdy's solution](#)

278.

2025D

[Attribute Checks · Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[zyb_txdy's solution](#)

279.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[zyb_txdy's solution](#)

280.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[zyb_txdy's solution](#)

281.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory
[zyb_txdy's solution](#)

282.

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[zyb_txdy's solution](#)

283.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[zyb_txdy's solution](#)

284.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,366 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, sortings
[zyb_txdy's solution](#)

285.

2038G

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

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[zyb_txdy's solution](#)

286.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[zyb_txdy's solution](#)

287.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[zyb_txdy's solution](#)

288.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[zyb_txdy's solution](#)

289.

2090E1

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

Rating: 1900 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, two pointers

[zyb_txdy's solution](#)

290.

2068F

[Mascot Naming · Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[zyb_txdy's solution](#)

291.

2078E

[Finding OR Sum · Tutorial](#)

Rating: 1900 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, interactive, math

[zyb_txdy's solution](#)

292.

2064D

[Eating · Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[zyb_txdy's solution](#)

293.

2067E

[White Magic · Tutorial](#)

Rating: 1900 · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zyb_txdy's solution](#)

294.

1969D

[Shop Game · Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[zyb_txdy's solution](#)

295.

1989D

[Smithing Skill · Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[zyb_txdy's solution](#)

296.

2026D

[Sums of Segments · Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[zyb_txdy's solution](#)

297.

1132F

[Clear the String · Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zyb_txdy's solution](#)

298.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[zyb_txdy's solution](#)

299.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[zyb_txdy's solution](#)

300.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[zyb_txdy's solution](#)

301.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[zyb_txdy's solution](#)

302.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zyb_txdy's solution](#)

303.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[zyb_txdy's solution](#)

304.

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[zyb_txdy's solution](#)

305.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[zyb_txdy's solution](#)

306.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[zyb_txdy's solution](#)

307.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[zyb_txdy's solution](#)

308.

2074F

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

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[zyb_txdy's solution](#)

309.

2183E

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

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[zyb_txdy's solution](#)

310.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[zyb_txdy's solution](#)

311.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[zyb_txdy's solution](#)

312.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[zyb_txdy's solution](#)

313.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zyb_txdy's solution](#)

314.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2025-10-04 · last AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[zyb_txdy's solution](#)

315.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[zyb_txdy's solution](#)

316.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[zyb_txdy's solution](#)

317.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[zyb_txdy's solution](#)

318.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[zyb_txdy's solution](#)

319.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[zyb_txdy's solution](#)

320.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2025-04-17 · last AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[zyb_txdy's solution](#)

321.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[zyb_txdy's solution](#)

322.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[zyb_txdy's solution](#)

323.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zyb_txdy's solution](#)

324.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[zyb_txdy's solution](#)

325.

2004E

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

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[zyb_txdy's solution](#)

326.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-04-29 · last AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[zyb_txdy's solution](#)

327.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[zyb_txdy's solution](#)

328.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities, trees
[zyb_txdy's solution](#)

329.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zyb_txdy's solution](#)

330.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[zyb_txdy's solution](#)

331.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[zyb_txdy's solution](#)

332.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[zyb_txdy's solution](#)

333.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2025-09-09 · last AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[zyb_txdy's solution](#)

334.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[zyb_txdy's solution](#)

335.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zyb_txdy's solution](#)

336.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zyb_txdy's solution](#)

337.

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[zyb_txdy's solution](#)

338.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[zyb_txdy's solution](#)

339.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[zyb_txdy's solution](#)

340.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[zyb_txdy's solution](#)

341.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[zyb_txdy's solution](#)

342.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[zyb_txdy's solution](#)

343.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[zyb_txdy's solution](#)

344.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[zyb_txdy's solution](#)

345.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[zyb_txdy's solution](#)

346.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[zyb_txdy's solution](#)

347.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[zyb_txdy's solution](#)

348.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[zyb_txdy's solution](#)

349.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[zyb_txdy's solution](#)

350.

2090E2

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

Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[zyb_txdy's solution](#)

351.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[zyb_txdy's solution](#)

352.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp

[zyb_txdy's solution](#)

353.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[zyb_txdy's solution](#)

354.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[zyb_txdy's solution](#)

355.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[zyb_txdy's solution](#)

356.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zyb_txdy's solution](#)

357.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zyb_txdy's solution](#)

358.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-08-13 · last AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[zyb_txdy's solution](#)

359.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zyb_txdy's solution](#)

360.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[zyb_txdy's solution](#)

361.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[zyb_txdy's solution](#)

362.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[zyb_txdy's solution](#)

363.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[zyb_txdy's solution](#)

364.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2025-11-24 · last AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, trees

[zyb_txdy's solution](#)

365.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[zyb_txdy's solution](#)

366.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[zyb_txdy's solution](#)

367.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zyb_txdy's solution](#)

368.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[zyb_txdy's solution](#)

369.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[zyb_txdy's solution](#)

370.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · last AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[zyb_txdy's solution](#)

371.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[zyb_txdy's solution](#)

372.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zyb_txdy's solution](#)

373.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-04 · last AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[zyb_txdy's solution](#)

374.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[zyb_txdy's solution](#)

375.

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zyb_txdy's solution](#)

376.

2071D2

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

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[zyb_txdy's solution](#)

377.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute

force, constructive algorithms, math, probabilities

[zyb_txdy's solution](#)

378.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2026-03-23 · last AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[zyb_txdy's solution](#)

379.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[zyb_txdy's solution](#)

380.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[zyb_txdy's solution](#)

381.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[zyb_txdy's solution](#)

382.

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zyb_txdy's solution](#)

383.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[zyb_txdy's solution](#)

384.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[zyb_txdy's solution](#)

385.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2025-11-17 · last AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[zyb_txdy's solution](#)

386.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[zyb_txdy's solution](#)

387.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[zyb_txdy's solution](#)

388.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-22 · last AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[zyb_txdy's solution](#)

389.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[zyb_txdy's solution](#)

390.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[zyb_txdy's solution](#)

391.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[zyb_txdy's solution](#)

392.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[zyb_txdy's solution](#)

393.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zyb_txdy's solution](#)

394.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2026-05-01 · last AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[zyb_txdy's solution](#)

395.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[zyb_txdy's solution](#)

396.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zyb_txdy's solution](#)

397.

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[zyb_txdy's solution](#)

398.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[zyb_txdy's solution](#)

399.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zyb_txdy's solution](#)

400.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[zyb_txdy's solution](#)

401.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[zyb_txdy's solution](#)

402.

2225D

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

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[zyb_txdy's solution](#)

403.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zyb_txdy's solution](#)

404.

2225B

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

Quality: 14,182 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[zyb_txdy's solution](#)

405.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zyb_txdy's solution](#)

406.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math

[zyb_txdy's solution](#)

407.

106429C

[Carrot Party](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

408.

106429A

[Tart Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

409.

106429B

[Orange Pit](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

410.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[zyb_txdy's solution](#)

411.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[zyb_txdy's solution](#)

412.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

413.

103941C

[Serval v. Tosu](#) (ThH)

Rating: — · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

414.

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

415.

103941K

[YUQiep](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

416.

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

417.

103941F

[-AETONKTC](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

418.

103941G

[Mocha NYsif](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

419.

103941E

[Serval v. Dósa](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

420.

103941A

[Mocha N Tsuchi](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

421.

103941H

[eEulq!](#)

Rating: — · first AC: 2026-03-19 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

422.

106380H

[Homeland rescue](#) · Tutorial

Rating: — · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

423.

106380M

[Many CF Rounds vs Capoo](#) · Tutorial

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

424.

106380B

[Be knocked off](#) · Tutorial

Rating: — · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

425.

106380L

[Leak](#) · Tutorial

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

426.

106380J

[Just reseal!](#) · Tutorial

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

427.

106380I

[I take from the richer](#) · Tutorial

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

428.

106380E

[Entering the unknown](#) · Tutorial

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

429.

106380D

[Do you play Balance?](#) · Tutorial

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

430.

106380C

[Colorful logo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

431.

106263J

[Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

432.

106263H

[SCNU LOGO](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

433.

106263G

[\jwqia\lgcœn8b](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

434.

106263E

[construction is 2 hard 4 me](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

435.

106263A

[gugugaga](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

436.

106263C

[VpGS+](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

437.

106263I

[SE+jsih!](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

438.

106263B

[\jwqia\lō\[wó](#)

Rating: — · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

439.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zyb_txdy's solution](#)

440.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2025-10-01 · last AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[zyb_txdy's solution](#)

441.

104081A

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

442.

104081C

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

443.

104081E

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

444.

104081H

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

445.

104081I

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

446.

104081L

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

447.

104081G

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · last AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

448.

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-06 · last AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[zyb_txdy's solution](#)

449.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-06 · last AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[zyb_txdy's solution](#)

450.

105909G

[Tutorial](#)

Rating: — · first AC: 2025-10-09 · last AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

451.

105909I

[Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

452.

105909D

[Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

453.

105909M

[Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

454.

105909K

[UNOy Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

455.

105909A

[Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

456.

105909H

[What is all you need? · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

457.

103439G

[Replace Sort · Tutorial](#)

Rating: — · first AC: 2025-10-03 · last AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

458.

105385L

[Intersection of Paths · Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

459.

105385J

[Colorful Spanning Tree · Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

460.

105385K

[Matrix · Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

461.

105385I

[Left Shifting · Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[zyb_txdy's solution](#)

462.

105385F

[Divide the Sequence · Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

463.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

464.

105385M

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

Rating: — · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

465.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

466.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

467.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

468.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

469.

106078E

[Mars](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

470.

106072H

[Tree Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · last AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

471.

106072E

[Zero](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

472.

106072C

[Jiaxun!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

473.

106072D

[Arcane Behemoths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

474.

105891K

[Welfare](#) · Tutorial

Rating: — · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

475.

105891A

[Color](#) · Tutorial

Rating: — · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

476.

105891G

[student](#) · Tutorial

Rating: — · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

477.

105891C

[gcd](#) · Tutorial

Rating: — · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

478.

105891J

[Win](#) · Tutorial

Rating: — · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

479.

105891L

[easy](#) · Tutorial

Rating: — · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[zyb_txdy's solution](#)

480.

103389B

[e-Toria](#)

Rating: — · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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481.

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482.

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483.

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484.

103389G

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485.

103389D

[Tutorial](#)

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486.

103389K

[Tutorial](#)

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487.

105895A

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488.

105887D

[Tutorial](#)

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489.

105887B

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490.

105887J

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491.

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492.

105887C

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493.

105887A

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494.

105887H

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Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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495.

105887F

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Rating: — · first AC: 2025-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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496.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

[zyb_txdy's solution](#)

497.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[zyb_txdy's solution](#)

498.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[zyb_txdy's solution](#)

499.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive

[zyb_txdy's solution](#)

500.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

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