

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — 10tus

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

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

Filters: none

Count: 448

- 1.**  
2210A  
[A Simple Sequence](#) · [Tutorial](#)  
Quality: 22,260 global accepts · Rating: 800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[10tus's solution](#)
- 2.**  
2171A  
[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)  
Quality: 37,252 global accepts · Rating: 800 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[10tus's solution](#)
- 3.**  
2033A  
[Sakurako and Kosuke](#) · [Tutorial](#)  
Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-11-30 · Go (first AC) · Tags: constructive algorithms, implementation, math  
[10tus's solution](#)
- 4.**  
2013A  
[Zhan's Blender](#) · [Tutorial](#)  
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[10tus's solution](#)
- 5.**  
2009B  
[osu!mania](#) · [Tutorial](#)  
Quality: 53,227 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[10tus's solution](#)
- 6.**  
2009A  
[Minimize!](#) · [Tutorial](#)  
Quality: 72,975 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[10tus's solution](#)
- 7.**  
2008C  
[Longest Good Array](#) · [Tutorial](#)  
Quality: 36,483 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[10tus's solution](#)
- 8.**  
2008B  
[Square or Not](#) · [Tutorial](#)  
Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings  
[10tus's solution](#)
- 9.**  
2008A  
[Sakurako's Exam](#) · [Tutorial](#)  
Quality: 41,794 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[10tus's solution](#)

**10.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[10tus's solution](#)

**11.**

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[10tus's solution](#)

**12.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[10tus's solution](#)

**13.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[10tus's solution](#)

**14.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[10tus's solution](#)

**15.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[10tus's solution](#)

**16.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[10tus's solution](#)

**17.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[10tus's solution](#)

**18.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[10tus's solution](#)

**19.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,647 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[10tus's solution](#)

**20.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,949 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[10tus's solution](#)

**21.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[10tus's solution](#)

**22.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[10tus's solution](#)

**23.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[10tus's solution](#)

**24.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[10tus's solution](#)

**25.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,386 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[10tus's solution](#)

**26.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[10tus's solution](#)

**27.**

1983A

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

Quality: 28,117 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[10tus's solution](#)

**28.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,255 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[10tus's solution](#)

**29.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,959 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[10tus's solution](#)

**30.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[10tus's solution](#)

**31.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[10tus's solution](#)

**32.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[10tus's solution](#)

**33.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[10tus's solution](#)

**34.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,761 global accepts · Rating: 800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[10tus's solution](#)

**35.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[10tus's solution](#)

**36.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[10tus's solution](#)

**37.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[10tus's solution](#)

**38.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,923 global accepts · Rating: 800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[10tus's solution](#)

**39.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[10tus's solution](#)

**40.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[10tus's solution](#)

**41.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[10tus's solution](#)

**42.**

1948A

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

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

[10tus's solution](#)

**43.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,700 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[10tus's solution](#)

**44.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,563 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[10tus's solution](#)

**45.**

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-12-02 · Go (first AC) · Tags: brute force, constructive algorithms, greedy

[10tus's solution](#)

**46.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[10tus's solution](#)

**47.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[10tus's solution](#)

**48.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[10tus's solution](#)

**49.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[10tus's solution](#)

**50.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[10tus's solution](#)

**51.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[10tus's solution](#)

**52.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[10tus's solution](#)

**53.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[10tus's solution](#)

**54.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[10tus's solution](#)

**55.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[10tus's solution](#)

**56.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[10tus's solution](#)

**57.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[10tus's solution](#)

**58.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[10tus's solution](#)

**59.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,749 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[10tus's solution](#)

**60.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[10tus's solution](#)

**61.**

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,133 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[10tus's solution](#)

**62.**

1907B

[YetanotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[10tus's solution](#)

**63.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[10tus's solution](#)

**64.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[10tus's solution](#)

**65.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math  
[10tus's solution](#)

**66.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[10tus's solution](#)

**67.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,676 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[10tus's solution](#)

**68.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[10tus's solution](#)

**69.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[10tus's solution](#)

**70.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[10tus's solution](#)

**71.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[10tus's solution](#)

**72.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[10tus's solution](#)

**73.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[10tus's solution](#)

**74.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[10tus's solution](#)

**75.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[10tus's solution](#)

**76.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[10tus's solution](#)

**77.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[10tus's solution](#)

**78.**

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,823 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[10tus's solution](#)

**79.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[10tus's solution](#)

**80.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[10tus's solution](#)

**81.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[10tus's solution](#)

**82.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings  
[10tus's solution](#)

**83.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,869 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[10tus's solution](#)

**84.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[10tus's solution](#)

**85.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[10tus's solution](#)

**86.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[10tus's solution](#)

**87.**

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[10tus's solution](#)

**88.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[10tus's solution](#)

**89.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[10tus's solution](#)

**90.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[10tus's solution](#)

**91.**

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[10tus's solution](#)

**92.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[10tus's solution](#)

**93.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,396 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[10tus's solution](#)

**94.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[10tus's solution](#)

**95.**

1999E

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

Quality: 23,622 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[10tus's solution](#)

**96.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[10tus's solution](#)

**97.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[10tus's solution](#)

**98.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[10tus's solution](#)

**99.**

1942C1

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

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

[10tus's solution](#)

**100.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[10tus's solution](#)

**101.**

1948C

[Arrow Path](#) · [Tutorial](#)

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

[10tus's solution](#)

**102.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,393 global accepts · Rating: 1400 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[10tus's solution](#)

**103.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-12-02 · Go (first AC) · Tags: dp, greedy, two pointers

[10tus's solution](#)

**104.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[10tus's solution](#)

**105.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[10tus's solution](#)

**106.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,777 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[10tus's solution](#)

**107.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[10tus's solution](#)

**108.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[10tus's solution](#)

**109.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[10tus's solution](#)

**110.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[10tus's solution](#)

**111.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[10tus's solution](#)

**112.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[10tus's solution](#)

**113.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 1400 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[10tus's solution](#)

**114.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[10tus's solution](#)

**115.**

1974C

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

Quality: 19,041 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[10tus's solution](#)

**116.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings  
[10tus's solution](#)

**117.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[10tus's solution](#)

**118.**

2008E

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

Quality: 13,227 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings  
[10tus's solution](#)

**119.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[10tus's solution](#)

**120.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees  
[10tus's solution](#)

**121.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[10tus's solution](#)

**122.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[10tus's solution](#)

**123.**

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[10tus's solution](#)

**124.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory  
[10tus's solution](#)

**125.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,571 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[10tus's solution](#)

**126.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[10tus's solution](#)

**127.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[10tus's solution](#)

**128.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[10tus's solution](#)

**129.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[10tus's solution](#)

**130.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[10tus's solution](#)

**131.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[10tus's solution](#)

**132.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[10tus's solution](#)

**133.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[10tus's solution](#)

**134.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[10tus's solution](#)

**135.**

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[10tus's solution](#)

**136.**

1999G2

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

Quality: 11,030 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[10tus's solution](#)

**137.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[10tus's solution](#)

**138.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[10tus's solution](#)

**139.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[10tus's solution](#)

**140.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[10tus's solution](#)

**141.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[10tus's solution](#)

**142.**

1942C2

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

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

[10tus's solution](#)

**143.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[10tus's solution](#)

**144.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[10tus's solution](#)

**145.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1800 · first AC: 2024-07-20 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[10tus's solution](#)

**146.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[10tus's solution](#)

**147.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[10tus's solution](#)

**148.**

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[10tus's solution](#)

**149.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[10tus's solution](#)

**150.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[10tus's solution](#)

**151.**

1974E

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

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[10tus's solution](#)

**152.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[10tus's solution](#)

**153.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[10tus's solution](#)

**154.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[10tus's solution](#)

**155.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[10tus's solution](#)

**156.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[10tus's solution](#)

**157.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,846 global accepts · Rating: 1900 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[10tus's solution](#)

**158.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[10tus's solution](#)

**159.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[10tus's solution](#)

**160.**

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[10tus's solution](#)

**161.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[10tus's solution](#)

**162.**

2001D

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

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

[10tus's solution](#)

**163.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[10tus's solution](#)

**164.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[10tus's solution](#)

**165.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, implementation

[10tus's solution](#)

**166.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[10tus's solution](#)

**167.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[10tus's solution](#)

**168.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,324 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[10tus's solution](#)

**169.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[10tus's solution](#)

**170.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[10tus's solution](#)

**171.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[10tus's solution](#)

**172.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[10tus's solution](#)

**173.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[10tus's solution](#)

**174.**

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, geometry, sortings

[10tus's solution](#)

**175.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[10tus's solution](#)

## 176.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[10tus's solution](#)

## 177.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[10tus's solution](#)

## 178.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[10tus's solution](#)

## 179.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[10tus's solution](#)

## 180.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[10tus's solution](#)

## 181.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[10tus's solution](#)

## 182.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[10tus's solution](#)

## 183.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[10tus's solution](#)

## 184.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[10tus's solution](#)

## 185.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[10tus's solution](#)

**186.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[10tus's solution](#)

**187.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[10tus's solution](#)

**188.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[10tus's solution](#)

**189.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[10tus's solution](#)

**190.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[10tus's solution](#)

**191.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[10tus's solution](#)

**192.**

1974G

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

Quality: 5,895 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[10tus's solution](#)

**193.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings  
[10tus's solution](#)

**194.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[10tus's solution](#)

**195.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[10tus's solution](#)

**196.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[10tus's solution](#)

**197.**

1944D

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

Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[10tus's solution](#)

**198.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[10tus's solution](#)

**199.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[10tus's solution](#)

**200.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[10tus's solution](#)

**201.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[10tus's solution](#)

**202.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[10tus's solution](#)

**203.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[10tus's solution](#)

**204.**

2004E

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

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

[10tus's solution](#)

**205.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[10tus's solution](#)

## 206.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[10tus's solution](#)

## 207.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[10tus's solution](#)

## 208.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[10tus's solution](#)

## 209.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[10tus's solution](#)

## 210.

1920E

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[10tus's solution](#)

## 211.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[10tus's solution](#)

## 212.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[10tus's solution](#)

## 213.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[10tus's solution](#)

## 214.

2018D

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

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

[10tus's solution](#)

## 215.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[10tus's solution](#)

## 216.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[10tus's solution](#)

## 217.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[10tus's solution](#)

## 218.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[10tus's solution](#)

## 219.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[10tus's solution](#)

## 220.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[10tus's solution](#)

## 221.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[10tus's solution](#)

## 222.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[10tus's solution](#)

## 223.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[10tus's solution](#)

## 224.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[10tus's solution](#)

**225.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[10tus's solution](#)

**226.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[10tus's solution](#)

**227.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[10tus's solution](#)

**228.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[10tus's solution](#)

**229.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[10tus's solution](#)

**230.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[10tus's solution](#)

**231.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[10tus's solution](#)

**232.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[10tus's solution](#)

**233.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[10tus's solution](#)

**234.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[10tus's solution](#)

**235.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[10tus's solution](#)

**236.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[10tus's solution](#)

**237.**

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[10tus's solution](#)

**238.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[10tus's solution](#)

**239.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[10tus's solution](#)

**240.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[10tus's solution](#)

**241.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[10tus's solution](#)

**242.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[10tus's solution](#)

**243.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[10tus's solution](#)

**244.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[10tus's solution](#)

**245.**

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[10tus's solution](#)

**246.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[10tus's solution](#)

**247.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[10tus's solution](#)

**248.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[10tus's solution](#)

**249.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[10tus's solution](#)

**250.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[10tus's solution](#)

**251.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[10tus's solution](#)

**252.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[10tus's solution](#)

**253.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[10tus's solution](#)

**254.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[10tus's solution](#)

**255.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[10tus's solution](#)

**256.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[10tus's solution](#)

**257.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[10tus's solution](#)

**258.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[10tus's solution](#)

**259.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[10tus's solution](#)

**260.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[10tus's solution](#)

**261.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[10tus's solution](#)

**262.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[10tus's solution](#)

**263.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[10tus's solution](#)

**264.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[10tus's solution](#)

**265.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[10tus's solution](#)

**266.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[10tus's solution](#)

**267.**

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[10tus's solution](#)

**268.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[10tus's solution](#)

**269.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[10tus's solution](#)

**270.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[10tus's solution](#)

**271.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[10tus's solution](#)

**272.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[10tus's solution](#)

**273.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[10tus's solution](#)

**274.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[10tus's solution](#)

**275.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[10tus's solution](#)

**276.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[10tus's solution](#)

**277.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[10tus's solution](#)

**278.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[10tus's solution](#)

**279.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[10tus's solution](#)

**280.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[10tus's solution](#)

**281.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[10tus's solution](#)

**282.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[10tus's solution](#)

**283.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[10tus's solution](#)

**284.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[10tus's solution](#)

**285.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[10tus's solution](#)

**286.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[10tus's solution](#)

**287.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[10tus's solution](#)

**288.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[10tus's solution](#)

**289.**

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[10tus's solution](#)

**290.**

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[10tus's solution](#)

**291.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[10tus's solution](#)

**292.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[10tus's solution](#)

**293.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[10tus's solution](#)

**294.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[10tus's solution](#)

**295.**

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[10tus's solution](#)

**296.**

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[10tus's solution](#)

**297.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[10tus's solution](#)

**298.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[10tus's solution](#)

**299.**

1972F

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation

[10tus's solution](#)

**300.**

1966F

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

Rating: 2900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[10tus's solution](#)

**301.**

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[10tus's solution](#)

**302.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[10tus's solution](#)

**303.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[10tus's solution](#)

**304.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees

[10tus's solution](#)

**305.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,134 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graph matchings, implementation

[10tus's solution](#)

**306.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10tus's solution](#)

**307.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10tus's solution](#)

**308.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10tus's solution](#)

**309.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10tus's solution](#)

**310.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10tus's solution](#)

**311.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[10tus's solution](#)

**312.**

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**313.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**314.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**315.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**316.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**317.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**318.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**319.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**320.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**321.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**322.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**323.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**324.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**325.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**326.**

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**327.**

105139I

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**328.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**329.**

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**330.**

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**331.**

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**332.**

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**333.**

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**334.**

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**335.**

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[10tus's solution](#)

**336.**

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · last AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**337.**

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**338.**

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**339.**

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**340.**

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**341.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[10tus's solution](#)

**342.**

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**343.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**344.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**345.**

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**346.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[10tus's solution](#)

**347.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**348.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**349.**

105163C

[Monster Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**350.**

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**351.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**352.**

105163L

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**353.**

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**354.**

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**355.**

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**356.**

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**357.**

105163E

[Three Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**358.**

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**359.**

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**360.**

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**361.**

104869H

[Line Graph Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**362.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**363.**

104787D

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

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**364.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**365.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**366.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**367.**

105170A

[Eminor Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**368.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**369.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**370.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[10tus's solution](#)

**371.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**372.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**373.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**374.**

105170H

[Games on the Ads 2: Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**375.**

105182B

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**376.**

105182E

[Maximal Substring Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**377.**

105182H

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**378.**

105182I

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**379.**

105182C

[Add](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[10tus's solution](#)

**380.**

105182D

[Black and White Bead String](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**381.**

105182K

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

Rating: — · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**382.**

105170K

[String Divide II](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**383.**

105170F

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**384.**

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**385.**

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**386.**

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**387.**

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**388.**

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**389.**

105170E

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

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**390.**

105170I

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

Rating: — · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**391.**

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**392.**

105161D

[City Bloxx](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**393.**

105161H

[Real Estate Is All Around](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**394.**

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**395.**

105161J

[Tile Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**396.**

105161B

[Area of the Devil](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**397.**

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**398.**

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**399.**

105161I

[Integer Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[10tus's solution](#)

**400.**

105161G

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