

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

<https://cfelitetracker.vercel.app>

# Unique solved — 160cm

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

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

Filters: none

Count: 742

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[160cm's solution](#)

2.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,680 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[160cm's solution](#)

3.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,920 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[160cm's solution](#)

4.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[160cm's solution](#)

5.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[160cm's solution](#)

6.

2065B

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

Quality: 42,074 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[160cm's solution](#)

7.

2065A

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

Quality: 55,633 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[160cm's solution](#)

8.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2025-02-04 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math

[160cm's solution](#)

9.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**10.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[160cm's solution](#)

**11.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[160cm's solution](#)

**12.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**13.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,192 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[160cm's solution](#)

**14.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,708 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[160cm's solution](#)

**15.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[160cm's solution](#)

**16.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[160cm'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

[160cm's solution](#)

**18.**

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

[160cm's solution](#)

**19.**

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

[160cm's solution](#)

**20.**

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,770 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[160cm's solution](#)

**21.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[160cm's solution](#)

**22.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[160cm's solution](#)

**23.**

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,494 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[160cm's solution](#)

**24.**

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[160cm's solution](#)

**25.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[160cm's solution](#)

**26.**

1941A

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

Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[160cm's solution](#)

**27.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[160cm's solution](#)

**28.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[160cm's solution](#)

**29.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[160cm's solution](#)

**30.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[160cm's solution](#)

**31.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[160cm's solution](#)

**32.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,963 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[160cm's solution](#)

**33.**

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[160cm's solution](#)

**34.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[160cm's solution](#)

**35.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[160cm's solution](#)

**36.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[160cm's solution](#)

**37.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[160cm's solution](#)

**38.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**39.**

1920A

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

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

[160cm's solution](#)

**40.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[160cm's solution](#)

**41.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[160cm's solution](#)

**42.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[160cm's solution](#)

**43.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[160cm's solution](#)

**44.**

1352A

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

Quality: 104,121 global accepts · Rating: 800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**45.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**46.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[160cm's solution](#)

**47.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,184 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[160cm's solution](#)

**48.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,356 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[160cm's solution](#)

**49.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,799 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[160cm's solution](#)

**50.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**51.**

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[160cm's solution](#)

**52.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**53.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[160cm's solution](#)

**54.**

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[160cm's solution](#)

**55.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory  
[160cm's solution](#)

**56.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[160cm's solution](#)

**57.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[160cm's solution](#)

**58.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,638 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[160cm's solution](#)

**59.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,337 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings  
[160cm's solution](#)

**60.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[160cm's solution](#)

**61.**

1899A

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

Quality: 92,757 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[160cm's solution](#)

**62.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[160cm's solution](#)

**63.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[160cm's solution](#)

**64.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[160cm's solution](#)

**65.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,112 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[160cm's solution](#)

**66.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[160cm's solution](#)

**67.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,924 global accepts · Rating: 800 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[160cm's solution](#)

**68.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**69.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,675 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[160cm's solution](#)

**70.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[160cm's solution](#)

**71.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[160cm's solution](#)

**72.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,997 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**73.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[160cm's solution](#)

**74.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,395 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[160cm's solution](#)

**75.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[160cm's solution](#)

**76.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,351 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
[160cm's solution](#)

**77.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[160cm's solution](#)

**78.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[160cm's solution](#)

**79.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,991 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[160cm's solution](#)

**80.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings  
[160cm's solution](#)

**81.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,410 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[160cm's solution](#)

**82.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[160cm's solution](#)

**83.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,063 global accepts · Rating: 800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[160cm's solution](#)

**84.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,544 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[160cm's solution](#)

**85.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[160cm's solution](#)

**86.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,206 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[160cm's solution](#)

**87.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[160cm's solution](#)

**88.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[160cm's solution](#)

**89.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,894 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[160cm's solution](#)

**90.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,083 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[160cm's solution](#)

**91.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[160cm's solution](#)

**92.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation  
[160cm's solution](#)

**93.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,034 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[160cm's solution](#)

**94.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,696 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[160cm's solution](#)

**95.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2022-11-21 · last AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[160cm's solution](#)

**96.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[160cm's solution](#)

**97.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[160cm's solution](#)

**98.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,453 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**99.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[160cm's solution](#)

**100.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,933 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[160cm's solution](#)

**101.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[160cm's solution](#)

**102.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[160cm's solution](#)

**103.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[160cm's solution](#)

**104.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**105.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[160cm's solution](#)

**106.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,351 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[160cm's solution](#)

**107.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,719 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**108.**

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**109.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[160cm's solution](#)

**110.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[160cm's solution](#)

**111.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**112.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,997 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[160cm's solution](#)

**113.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[160cm's solution](#)

**114.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**115.**

1777A

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

Quality: 44,016 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**116.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**117.**

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[160cm's solution](#)

**118.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[160cm's solution](#)

**119.**

1783A

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

Quality: 48,721 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[160cm's solution](#)

**120.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[160cm's solution](#)

**121.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[160cm's solution](#)

**122.**

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**123.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[160cm's solution](#)

**124.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,594 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[160cm's solution](#)

**125.**

1763A

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

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

[160cm's solution](#)

**126.**

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**127.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[160cm's solution](#)

**128.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**129.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[160cm's solution](#)

**130.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,015 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[160cm's solution](#)

**131.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,213 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[160cm's solution](#)

**132.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[160cm's solution](#)

**133.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
[160cm's solution](#)

**134.**

1760B

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

Quality: 53,341 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[160cm's solution](#)

**135.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[160cm's solution](#)

**136.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[160cm's solution](#)

**137.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[160cm's solution](#)

**138.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[160cm's solution](#)

**139.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[160cm's solution](#)

**140.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[160cm's solution](#)

**141.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-27 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[160cm's solution](#)

**142.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[160cm's solution](#)

**143.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[160cm's solution](#)

**144.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[160cm's solution](#)

**145.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,491 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**146.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[160cm's solution](#)

**147.**

2033B

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

Quality: 28,846 global accepts · Rating: 900 · first AC: 2025-02-04 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy

[160cm's solution](#)

**148.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[160cm's solution](#)

**149.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,408 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**150.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,387 global accepts · Rating: 900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[160cm's solution](#)

**151.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[160cm's solution](#)

**152.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[160cm's solution](#)

**153.**

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  
[160cm's solution](#)

**154.**

1927B

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

Quality: 38,133 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[160cm's solution](#)

**155.**

1918B

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

Quality: 27,024 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[160cm's solution](#)

**156.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[160cm's solution](#)

**157.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[160cm's solution](#)

**158.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,382 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[160cm's solution](#)

**159.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers  
[160cm's solution](#)

**160.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[160cm's solution](#)

**161.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,650 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[160cm's solution](#)

**162.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[160cm's solution](#)

**163.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[160cm's solution](#)

**164.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,930 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[160cm's solution](#)

**165.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,814 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[160cm's solution](#)

**166.**

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[160cm's solution](#)

**167.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[160cm's solution](#)

**168.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,763 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[160cm's solution](#)

**169.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[160cm's solution](#)

**170.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[160cm's solution](#)

**171.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, greedy

[160cm's solution](#)

**172.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**173.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**174.**

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2022-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[160cm's solution](#)

**175.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,892 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[160cm's solution](#)

**176.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**177.**

2148D

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

Quality: 26,743 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[160cm's solution](#)

**178.**

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

[160cm's solution](#)

**179.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,107 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[160cm's solution](#)

**180.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[160cm's solution](#)

**181.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[160cm's solution](#)

**182.**

1927C

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

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[160cm's solution](#)

**183.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,259 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[160cm's solution](#)

**184.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[160cm's solution](#)

**185.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings  
[160cm's solution](#)

**186.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[160cm's solution](#)

**187.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[160cm's solution](#)

**188.**

1859B

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

Quality: 43,904 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[160cm's solution](#)

**189.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[160cm's solution](#)

**190.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[160cm's solution](#)

**191.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[160cm's solution](#)

**192.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[160cm's solution](#)

**193.**

1816B

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

Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[160cm's solution](#)

**194.**

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[160cm's solution](#)

**195.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[160cm's solution](#)

**196.**

1796B

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

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[160cm's solution](#)

**197.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[160cm's solution](#)

**198.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[160cm's solution](#)

**199.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[160cm's solution](#)

**200.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[160cm's solution](#)

**201.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[160cm's solution](#)

**202.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,228 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math  
[160cm's solution](#)

**203.**

1760D

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

Quality: 27,016 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[160cm's solution](#)

**204.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[160cm's solution](#)

**205.**

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[160cm's solution](#)

**206.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[160cm's solution](#)

**207.**

2065C1

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

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[160cm's solution](#)

**208.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[160cm's solution](#)

**209.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[160cm's solution](#)

**210.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[160cm's solution](#)

**211.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[160cm's solution](#)

**212.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[160cm's solution](#)

**213.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**214.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[160cm's solution](#)

**215.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[160cm's solution](#)

**216.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,278 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[160cm's solution](#)

**217.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[160cm's solution](#)

**218.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,538 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**219.**

1917B

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

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[160cm's solution](#)

**220.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[160cm's solution](#)

**221.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[160cm's solution](#)

**222.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,918 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[160cm's solution](#)

**223.**

1902B

[Getting Points](#) · [Tutorial](#)

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

[160cm's solution](#)

**224.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,867 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[160cm's solution](#)

**225.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,361 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[160cm's solution](#)

**226.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[160cm's solution](#)

**227.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[160cm's solution](#)

**228.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[160cm's solution](#)

**229.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,461 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[160cm's solution](#)

**230.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,384 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[160cm's solution](#)

**231.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[160cm's solution](#)

**232.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**233.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[160cm's solution](#)

**234.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[160cm's solution](#)

**235.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[160cm's solution](#)

**236.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[160cm's solution](#)

**237.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[160cm's solution](#)

**238.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,630 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[160cm's solution](#)

**239.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,012 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[160cm's solution](#)

**240.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[160cm's solution](#)

**241.**

1807G2

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

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[160cm's solution](#)

**242.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[160cm's solution](#)

**243.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**244.**

1788B

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

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

[160cm's solution](#)

**245.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, implementation

[160cm's solution](#)

**246.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, strings

[160cm's solution](#)

**247.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[160cm's solution](#)

**248.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**249.**

1783B

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

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**250.**

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[160cm's solution](#)

**251.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[160cm's solution](#)

**252.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[160cm's solution](#)

**253.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[160cm's solution](#)

**254.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[160cm's solution](#)

**255.**

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[160cm's solution](#)

**256.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[160cm's solution](#)

**257.**

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[160cm's solution](#)

**258.**

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

[160cm's solution](#)

**259.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,537 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[160cm's solution](#)

**260.**

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

[160cm's solution](#)

**261.**

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

[160cm's solution](#)

**262.**

1935B

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

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[160cm's solution](#)

**263.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[160cm's solution](#)

**264.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[160cm's solution](#)

**265.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[160cm's solution](#)

**266.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[160cm's solution](#)

**267.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[160cm's solution](#)

**268.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[160cm's solution](#)

**269.**

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[160cm's solution](#)

**270.**

1907C

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

Quality: 23,137 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[160cm's solution](#)

**271.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[160cm's solution](#)

**272.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[160cm's solution](#)

**273.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math  
[160cm's solution](#)

**274.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[160cm's solution](#)

**275.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math  
[160cm's solution](#)

**276.**

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings  
[160cm's solution](#)

**277.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,670 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[160cm's solution](#)

**278.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,102 global accepts · Rating: 1200 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[160cm's solution](#)

**279.**

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, two pointers  
[160cm's solution](#)

**280.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings  
[160cm's solution](#)

**281.**

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[160cm's solution](#)

**282.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[160cm's solution](#)

**283.**

1744D

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

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[160cm's solution](#)

**284.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[160cm's solution](#)

**285.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2025-02-04 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, greedy, math  
[160cm's solution](#)

**286.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,989 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices  
[160cm's solution](#)

**287.**

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  
[160cm's solution](#)

**288.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[160cm's solution](#)

**289.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[160cm's solution](#)

**290.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[160cm's solution](#)

**291.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[160cm's solution](#)

**292.**

1927D

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

Quality: 33,179 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[160cm's solution](#)

**293.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[160cm's solution](#)

**294.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[160cm's solution](#)

**295.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[160cm's solution](#)

**296.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[160cm's solution](#)

### 297.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,529 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[160cm's solution](#)

### 298.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[160cm's solution](#)

### 299.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,277 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[160cm's solution](#)

### 300.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[160cm's solution](#)

### 301.

1881D

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

Quality: 28,434 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[160cm's solution](#)

### 302.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[160cm's solution](#)

### 303.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[160cm's solution](#)

### 304.

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[160cm's solution](#)

### 305.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[160cm's solution](#)

### 306.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[160cm's solution](#)

**307.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,842 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[160cm's solution](#)

**308.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[160cm's solution](#)

**309.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[160cm's solution](#)

**310.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[160cm's solution](#)

**311.**

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[160cm's solution](#)

**312.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[160cm's solution](#)

**313.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[160cm's solution](#)

**314.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,775 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[160cm's solution](#)

**315.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[160cm's solution](#)

**316.**

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[160cm's solution](#)

**317.**

1788C

[Matching Numbers](#) · [Tutorial](#)

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

[160cm's solution](#)

### 318.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[160cm's solution](#)

### 319.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[160cm's solution](#)

### 320.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[160cm's solution](#)

### 321.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

### 322.

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[160cm's solution](#)

### 323.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[160cm's solution](#)

### 324.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[160cm's solution](#)

### 325.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[160cm's solution](#)

### 326.

1601A

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

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[160cm's solution](#)

### 327.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[160cm's solution](#)

**328.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2025-02-04 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[160cm's solution](#)

**329.**

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2025-02-04 · Rust 2021 (first AC) · Tags: dp, greedy, two pointers

[160cm's solution](#)

**330.**

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[160cm's solution](#)

**331.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[160cm's solution](#)

**332.**

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

[160cm's solution](#)

**333.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[160cm's solution](#)

**334.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[160cm's solution](#)

**335.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[160cm's solution](#)

**336.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[160cm's solution](#)

**337.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[160cm's solution](#)

**338.**

1919C

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

Quality: 28,581 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[160cm's solution](#)

**339.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[160cm's solution](#)

**340.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[160cm's solution](#)

**341.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[160cm's solution](#)

**342.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[160cm's solution](#)

**343.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[160cm's solution](#)

**344.**

1907D

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

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[160cm's solution](#)

**345.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[160cm's solution](#)

**346.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[160cm's solution](#)

**347.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[160cm's solution](#)

**348.**

1888D1

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

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

[160cm's solution](#)

**349.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[160cm's solution](#)

**350.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[160cm's solution](#)

**351.**

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[160cm's solution](#)

**352.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[160cm's solution](#)

**353.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,084 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[160cm's solution](#)

**354.**

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[160cm's solution](#)

**355.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[160cm's solution](#)

**356.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[160cm's solution](#)

**357.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[160cm's solution](#)

**358.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[160cm's solution](#)

**359.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[160cm's solution](#)

**360.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[160cm's solution](#)

**361.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[160cm's solution](#)

**362.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[160cm's solution](#)

**363.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory

[160cm's solution](#)

**364.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[160cm's solution](#)

**365.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[160cm's solution](#)

**366.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[160cm's solution](#)

**367.**

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games

[160cm's solution](#)

**368.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[160cm's solution](#)

### 369.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[160cm's solution](#)

### 370.

1748B

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

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[160cm's solution](#)

### 371.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[160cm's solution](#)

### 372.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[160cm's solution](#)

### 373.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[160cm's solution](#)

### 374.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[160cm's solution](#)

### 375.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[160cm's solution](#)

### 376.

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[160cm's solution](#)

### 377.

748B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[160cm's solution](#)

### 378.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, math

[160cm's solution](#)

**379.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[160cm's solution](#)

**380.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[160cm's solution](#)

**381.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**382.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[160cm's solution](#)

**383.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,843 global accepts · Rating: 1500 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[160cm's solution](#)

**384.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[160cm's solution](#)

**385.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,379 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[160cm's solution](#)

**386.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[160cm's solution](#)

**387.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[160cm's solution](#)

**388.**

1814C

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

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[160cm's solution](#)

**389.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[160cm's solution](#)

**390.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

[160cm's solution](#)

**391.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[160cm's solution](#)

**392.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[160cm's solution](#)

**393.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[160cm's solution](#)

**394.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings

[160cm's solution](#)

**395.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[160cm's solution](#)

**396.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[160cm's solution](#)

**397.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,011 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[160cm's solution](#)

**398.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[160cm's solution](#)

**399.**

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[160cm's solution](#)

**400.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[160cm's solution](#)

**401.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[160cm's solution](#)

**402.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[160cm's solution](#)

**403.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[160cm's solution](#)

**404.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[160cm's solution](#)

**405.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation

[160cm's solution](#)

**406.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[160cm's solution](#)

**407.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[160cm's solution](#)

**408.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-27 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

math, number theory

[160cm's solution](#)

**409.**

2065E

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

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[160cm's solution](#)

**410.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[160cm's solution](#)

**411.**

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

[160cm's solution](#)

**412.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[160cm's solution](#)

**413.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[160cm's solution](#)

**414.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[160cm's solution](#)

**415.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[160cm's solution](#)

**416.**

1941E

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

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[160cm's solution](#)

**417.**

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[160cm's solution](#)

**418.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[160cm's solution](#)

**419.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math  
[160cm's solution](#)

**420.**

1920C

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

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[160cm's solution](#)

**421.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math  
[160cm's solution](#)

**422.**

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[160cm's solution](#)

**423.**

1917C

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

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math  
[160cm's solution](#)

**424.**

1904D1

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

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[160cm's solution](#)

**425.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,797 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory  
[160cm's solution](#)

**426.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[160cm's solution](#)

**427.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math  
[160cm's solution](#)

**428.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[160cm's solution](#)

**429.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,130 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[160cm's solution](#)

**430.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[160cm's solution](#)

**431.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[160cm's solution](#)

**432.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[160cm's solution](#)

**433.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,290 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[160cm's solution](#)

**434.**

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[160cm's solution](#)

**435.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[160cm's solution](#)

**436.**

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[160cm's solution](#)

**437.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[160cm's solution](#)

**438.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[160cm's solution](#)

**439.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[160cm's solution](#)

**440.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[160cm's solution](#)

**441.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[160cm's solution](#)

**442.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[160cm's solution](#)

**443.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[160cm's solution](#)

**444.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2022-12-23 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[160cm's solution](#)

**445.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[160cm's solution](#)

**446.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[160cm's solution](#)

**447.**

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[160cm's solution](#)

**448.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[160cm's solution](#)

**449.**

1748C

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

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[160cm's solution](#)

**450.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[160cm's solution](#)

**451.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[160cm's solution](#)

**452.**

2065G

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

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory  
[160cm's solution](#)

**453.**

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees  
[160cm's solution](#)

**454.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[160cm's solution](#)

**455.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees  
[160cm's solution](#)

**456.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation  
[160cm's solution](#)

**457.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[160cm's solution](#)

**458.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings  
[160cm's solution](#)

**459.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[160cm's solution](#)

**460.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[160cm's solution](#)

**461.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[160cm's solution](#)

**462.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[160cm's solution](#)

**463.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[160cm's solution](#)

**464.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[160cm's solution](#)

**465.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[160cm's solution](#)

**466.**

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[160cm's solution](#)

**467.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[160cm's solution](#)

**468.**

1879D

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

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[160cm's solution](#)

**469.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[160cm's solution](#)

**470.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[160cm's solution](#)

**471.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[160cm's solution](#)

**472.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,800 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[160cm's solution](#)

**473.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[160cm's solution](#)

**474.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[160cm's solution](#)

**475.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,571 global accepts · Rating: 1700 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[160cm's solution](#)

**476.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[160cm's solution](#)

**477.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[160cm's solution](#)

**478.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[160cm's solution](#)

**479.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[160cm's solution](#)

**480.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[160cm's solution](#)

**481.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[160cm's solution](#)

**482.**

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[160cm's solution](#)

**483.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[160cm's solution](#)

**484.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[160cm's solution](#)

**485.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[160cm's solution](#)

**486.**

1770C

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

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[160cm's solution](#)

**487.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[160cm's solution](#)

**488.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[160cm's solution](#)

**489.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[160cm's solution](#)

**490.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[160cm's solution](#)

**491.**

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,623 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[160cm's solution](#)

**492.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[160cm's solution](#)

**493.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[160cm's solution](#)

**494.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[160cm's solution](#)

**495.**

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[160cm's solution](#)

**496.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[160cm's solution](#)

**497.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[160cm's solution](#)

**498.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[160cm's solution](#)

**499.**

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

[160cm's solution](#)

**500.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[160cm's solution](#)

**501.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,773 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[160cm's solution](#)

**502.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[160cm's solution](#)

**503.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[160cm's solution](#)

**504.**

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[160cm's solution](#)

**505.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[160cm's solution](#)

**506.**

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[160cm's solution](#)

**507.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[160cm's solution](#)

**508.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[160cm's solution](#)

**509.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[160cm's solution](#)

## 510.

1825D1

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

Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[160cm's solution](#)

## 511.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[160cm's solution](#)

## 512.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, implementation

[160cm's solution](#)

## 513.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,043 global accepts · Rating: 1800 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[160cm's solution](#)

## 514.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[160cm's solution](#)

## 515.

1782D

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

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

[160cm's solution](#)

## 516.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[160cm's solution](#)

## 517.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[160cm's solution](#)

## 518.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[160cm's solution](#)

## 519.

2148G

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

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[160cm's solution](#)

**520.**

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[160cm's solution](#)

**521.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[160cm's solution](#)

**522.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[160cm's solution](#)

**523.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[160cm's solution](#)

**524.**

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

[160cm's solution](#)

**525.**

2014H

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

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[160cm's solution](#)

**526.**

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[160cm's solution](#)

**527.**

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

[160cm's solution](#)

**528.**

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

[160cm's solution](#)

**529.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 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

[160cm's solution](#)

**530.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[160cm's solution](#)

**531.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[160cm's solution](#)

**532.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[160cm's solution](#)

**533.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[160cm's solution](#)

**534.**

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[160cm's solution](#)

**535.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,389 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[160cm's solution](#)

**536.**

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[160cm's solution](#)

**537.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[160cm's solution](#)

**538.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu,

implementation, math

[160cm's solution](#)

**539.**

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[160cm's solution](#)

**540.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[160cm's solution](#)

**541.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[160cm's solution](#)

**542.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[160cm's solution](#)

**543.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[160cm's solution](#)

**544.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[160cm's solution](#)

**545.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[160cm's solution](#)

**546.**

1888D2

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

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

[160cm's solution](#)

**547.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[160cm's solution](#)

**548.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[160cm's solution](#)

**549.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[160cm's solution](#)

**550.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[160cm's solution](#)

**551.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[160cm's solution](#)

**552.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[160cm's solution](#)

**553.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[160cm's solution](#)

**554.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-27 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[160cm's solution](#)

**555.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[160cm's solution](#)

**556.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[160cm's solution](#)

**557.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[160cm's solution](#)

**558.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[160cm's solution](#)

**559.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[160cm's solution](#)

**560.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[160cm's solution](#)

**561.**

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[160cm's solution](#)

**562.**

2014F

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

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[160cm's solution](#)

**563.**

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

[160cm's solution](#)

**564.**

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[160cm's solution](#)

**565.**

1978E

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

Quality: 4,607 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[160cm's solution](#)

**566.**

1984D

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

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

[160cm's solution](#)

**567.**

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

[160cm's solution](#)

**568.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[160cm's solution](#)

**569.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[160cm's solution](#)

**570.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[160cm's solution](#)

**571.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[160cm's solution](#)

**572.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[160cm's solution](#)

**573.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[160cm's solution](#)

**574.**

1894E

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

Rating: 2000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[160cm's solution](#)

**575.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[160cm's solution](#)

**576.**

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[160cm's solution](#)

**577.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[160cm's solution](#)

**578.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[160cm's solution](#)

**579.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 2000 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[160cm's solution](#)

**580.**

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[160cm's solution](#)

**581.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[160cm's solution](#)

**582.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[160cm's solution](#)

**583.**

2B

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

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[160cm's solution](#)

**584.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-31 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[160cm's solution](#)

**585.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[160cm's solution](#)

**586.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[160cm's solution](#)

**587.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[160cm's solution](#)

**588.**

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[160cm's solution](#)

**589.**

838B

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

Quality: 1,078 global accepts · Rating: 2100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[160cm's solution](#)

**590.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[160cm's solution](#)

**591.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[160cm's solution](#)

**592.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[160cm's solution](#)

**593.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[160cm's solution](#)

**594.**

321C

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

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[160cm's solution](#)

**595.**

894E

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

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[160cm's solution](#)

**596.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings

[160cm's solution](#)

**597.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[160cm's solution](#)

**598.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[160cm's solution](#)

**599.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[160cm's solution](#)

**600.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-22 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[160cm's solution](#)

**601.**

2065H

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

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[160cm's solution](#)

**602.**

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

[160cm's solution](#)

**603.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[160cm's solution](#)

**604.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[160cm's solution](#)

**605.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[160cm's solution](#)

**606.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[160cm's solution](#)

**607.**

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[160cm's solution](#)

**608.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[160cm's solution](#)

**609.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[160cm's solution](#)

**610.**

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[160cm's solution](#)

**611.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[160cm's solution](#)

**612.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[160cm's solution](#)

**613.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[160cm's solution](#)

**614.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[160cm's solution](#)

**615.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[160cm's solution](#)

**616.**

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[160cm's solution](#)

**617.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[160cm's solution](#)

**618.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[160cm's solution](#)

**619.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[160cm's solution](#)

**620.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[160cm's solution](#)

**621.**

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[160cm's solution](#)

**622.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[160cm's solution](#)

**623.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2300 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[160cm's solution](#)

**624.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[160cm's solution](#)

**625.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[160cm's solution](#)

**626.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[160cm's solution](#)

**627.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[160cm's solution](#)

**628.**

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[160cm's solution](#)

**629.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[160cm's solution](#)

**630.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[160cm's solution](#)

**631.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[160cm's solution](#)

**632.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[160cm's solution](#)

**633.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[160cm's solution](#)

**634.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[160cm's solution](#)

**635.**

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[160cm's solution](#)

**636.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[160cm's solution](#)

**637.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[160cm's solution](#)

**638.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[160cm's solution](#)

**639.**

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-09-14 · last AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[160cm's solution](#)

**640.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[160cm's solution](#)

**641.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[160cm's solution](#)

**642.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[160cm's solution](#)

**643.**

2219B2

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

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[160cm's solution](#)

**644.**

105284C

[Monkey Math Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[160cm's solution](#)

**645.**

105284B

[Monkey Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[160cm's solution](#)

**646.**

105284A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[160cm's solution](#)

**647.**

105239I

[Path And k Vertices](#) · [Tutorial](#)

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

[160cm's solution](#)

648.

105239H

[These Piles of Stones Again!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

649.

105239E

[Rain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

650.

105239D

[Da Hong Pao](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

651.

105239C

[Colored Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

652.

105239B

[Let Us Assemble a Portfolio Together](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

653.

105239A

[1-Stable Sequence by Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

654.

105116D

[A = 0 3 C ä G C , , A C ' 5 C Ô = D ' 5 C Ä > C Ô 5 D \\$ K](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

655.

105116C

[A < 0 1 0 = 0 C , 0 C ; C ä : C €](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

656.

105116B

[A : D ä 8 D ä = C 4 C T = D Ä @ C ä 6 C D 5 C Ô 8 D ö](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

657.

105116A

[Present Cubinuous](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[160cm's solution](#)

658.

104959B

[B D @ 0 j ä @ C T = C , 1 C @ D Ä 5 D](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

659.

104959A

[BD@O@CT= C, 3D 8CÄCC @D°](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

660.

104973C

[Pepeland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

661.

104973E

[Databases](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

662.

104973D

[Removals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

663.

104973B

[Hats](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

664.

104973A

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

665.

104916E

[BD\\*OÖD 8](#)

Rating: — · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

666.

104916D

[A=DCÄK,,>C\\$KC' :CäB](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

667.

104916C

[CAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

668.

104916B

[Aö@Cä3CÖ>CtK](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

669.

104916A

[AtD@ED:C 4C´O Cα>D\\$0](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

670.

104915D

[B,BOä@D°](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

671.

104915C

[A\\$KOC\\$>Cr <D4ACä@C](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

672.

104915B

[A TDöC'ND\\$=Cä >D\\$=CäAC,,BCT;DÄ=Cä](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

673.

104915A

[B\\$@C,ä Cä4C,,=](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

674.

104845D

[AÄ5C400R](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

675.

104845C

[B 5DöCä@C =CÖKC' 1C,,7CÖ5D](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

676.

104845A

[A 5C4DCT@Cd0CÖ8CR 1Cä4D >D BC€](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

677.

1048535

[AäGÖT@CT4CÖ0Dò 7C 4C GC ?D > CäCCT=CTGC,,:C](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

678.

1048534

[AäGÖT@CT4CÖ0Dò 7C 4C GC ?D > C,,3D C D :C <CÖOCÄ8](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

679.

1048533

[AäGÖT@CT4CÖ0Dò 7C 4C GC ?D > Cö>C 5CDC CÖ0CB <Cä=D BD 0CÄ8](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

680.

1048532

[AäGÖT@CT4CÖ0Dò 7C 4C GC ?D > DT>D >D,,8CR AD\\$@Cä:C€](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

681.

1048531

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > CÄ0D\\$5CÄ0D\\$8C=C](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

682.

104885F

[AäGOT@CT4CÔ0Dò 7C 4C GC ?D > Ct0Cò@CäAD² =C ?CT@CTAD\\$0CÔ>C\\$:C E](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

683.

104885E

[BT>DòD,8CRÔECä@CäHC,,5 Cò>CD>D\\$@CT7C=8](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

684.

104885D

[A\\$@CTADò =C <C @D 5](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

685.

104885C

[AäGOT@CT4CÔ0Dò 7C 4C GC =C :Cä=D BD CC=BC,,2](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

686.

104885B

[Aò>DiGC,,BC 9](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

687.

104885A

[AD\\$D\\$0C`8 C, @CTAD4@D K](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

688.

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

689.

104879C

[Public Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

690.

104879A

[Coffee Cocktail](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

691.

103623B

[Unusual Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

692.

103623A

[Eren and the Basement](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

693.

104836F

[AöCöD >D\\$=D'9 CÄ5DT0CÔ8Ct<](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

694.

104836E

[A 3CT=Dfi#](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

695.

104836D

[A,40T0C`LCÔ0Dò BD4@CÔ8D =C O D 8D BCT<C](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

696.

104836C

[Aö@CT<DÄ5D 0](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

697.

104836B

[A7CäöC45CÔ8C•](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

698.

104836A

[Bt8D,Cä 1CT;D'E Cα2C 4D 0D\\$>C](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

699.

1048294

[B\\$@CTCC4>C`LCÔKCR 7CÔ0Dt:C€](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

700.

1048293

[AöCöCö:C >C >CT2](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

701.

1048292

[Aπ@CTAD\\$>Cä1D 0Ct=D'9 C CCÄ5D 0CÔ3](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

702.

1048291

[AäGöαC" 1C ACα5D\\$1Cä;CP](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

703.

104814C

[A10CÄäD°](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

704.

104814B

[A..ACö>0ö#0,,BCT;DÄ ÄÄ Cä@D 5C#BCä@>>](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

705.

104814A

[A45CäiaCTBD 8Dt5D :C,,9 DÖBDä4](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

706.

104605A

[Cuchicheo](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

707.

104604D

[Segedinense](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

708.

104604E

[Sueno](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

709.

104604C

[Multiplodivisor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

710.

104604B

[Lightcycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

711.

104604A

[Flechas](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

712.

1047765

[BD5DtäCt @ AD6Cä= C, 4D 5C\\$=C,,9 C#0CÄ5CÔL](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

713.

1047764

[AÖ004i@ C 6CD5CÔ8CR CDt0D BCÔ8C#>C" >C´8CÄ?C,,0CDK](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[160cm's solution](#)

714.

1047763

[B,5D BE @ C#8](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

715.

1047762

[A·@C B D Ä Ö C, AE AD\\$@D°](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

716.

1047761

[Aö@Dö#D'5 C, >C#@D46CÔ>D BC€](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

717.

1047755

[Aö5D i5C#@CTAD\\$>C](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

718.

1047754

[A#0Cö#D'2](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

719.

1047753

[A#70T#CT=CT=C,,5](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

720.

1047752

[BT#CBAC'>CÔ0](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

721.

1047751

[A'QD,0 ICöCD\\$5D,,5D BC\\$5CÔ=C,,:](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

722.

1047745

[B4#C,2CT@D 8D\\$5D\\$AC#0Dò :Cä<C =CD0](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

723.

1047744

[B 1D4G CÔKCR :C\\$0D BC,,@D°](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

724.

1047743

[B5D2CCT@D°](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**725.**

1047742

[AARD, ACT@C,,OC`K](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**726.**

1047741

[BD;OTHi@, D4< CÔ0 C6@Că1CT6C#5](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**727.**

104789B

[Work, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**728.**

104789A

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**729.**

104677G

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

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**730.**

104677F

[Etopika](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**731.**

104677D

[Chase The Light](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**732.**

104677C

[Darcy Parties](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**733.**

104677B

[War on Two Fronts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**734.**

104677A

[Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**735.**

104336F

[Square between flowers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**736.**

104336E

[Solve problems every day](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**737.**

104336D

[Beautiful Roses](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**738.**

104336C

[Two players, two numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**739.**

104336B

[GCD of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**740.**

104336A

[Number in the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**741.**

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)

**742.**

104311B

[Strange Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[160cm's solution](#)