

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

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# Unique solved — 8Conan8

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

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

Filters: none

Count: 495

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[8Conan8's solution](#)

2.

2189A

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

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[8Conan8's solution](#)

3.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[8Conan8's solution](#)

4.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[8Conan8's solution](#)

5.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,066 global accepts · Rating: 800 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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6.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[8Conan8's solution](#)

7.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[8Conan8's solution](#)

8.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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9.

2180B

[Ashmal](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**10.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[8Conan8's solution](#)

**11.**

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,245 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**12.**

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 800 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[8Conan8's solution](#)

**13.**

2145A

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

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[8Conan8's solution](#)

**14.**

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[8Conan8's solution](#)

**15.**

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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**16.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[8Conan8's solution](#)

**17.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[8Conan8's solution](#)

**18.**

2110A

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

Quality: 29,828 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[8Conan8's solution](#)

**19.**

1850C

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

Quality: 53,538 global accepts · Rating: 800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[8Conan8's solution](#)

**20.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[8Conan8's solution](#)

**21.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,221 global accepts · Rating: 800 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**22.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**23.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,267 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[8Conan8's solution](#)

**24.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,973 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[8Conan8's solution](#)

**25.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,208 global accepts · Rating: 800 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**26.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**27.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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**28.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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**29.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[8Conan8's solution](#)

**30.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

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**31.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**32.**

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[8Conan8's solution](#)

**33.**

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[8Conan8's solution](#)

**34.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[8Conan8's solution](#)

**35.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,231 global accepts · Rating: 800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[8Conan8's solution](#)

**36.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[8Conan8's solution](#)

**37.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[8Conan8's solution](#)

**38.**

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[8Conan8's solution](#)

**39.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,439 global accepts · Rating: 800 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[8Conan8's solution](#)

**40.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,209 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[8Conan8's solution](#)

**41.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[8Conan8's solution](#)

**42.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[8Conan8's solution](#)

**43.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[8Conan8's solution](#)

**44.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[8Conan8's solution](#)

**45.**

1968B

[Prefiqence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[8Conan8's solution](#)

**46.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,477 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[8Conan8's solution](#)

**47.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,704 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[8Conan8's solution](#)

**48.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[8Conan8's solution](#)

**49.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[8Conan8's solution](#)

**50.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[8Conan8's solution](#)

**51.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[8Conan8's solution](#)

**52.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[8Conan8's solution](#)

**53.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[8Conan8's solution](#)

**54.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[8Conan8's solution](#)

**55.**

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[8Conan8's solution](#)

**56.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,332 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[8Conan8's solution](#)

**57.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[8Conan8's solution](#)

**58.**

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[8Conan8's solution](#)

**59.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,364 global accepts · Rating: 800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[8Conan8's solution](#)

**60.**

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[8Conan8's solution](#)

**61.**

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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**62.**

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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**63.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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- 64.**  
1974B  
[Symmetric Encoding](#) · [Tutorial](#)  
Quality: 34,485 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings  
[8Conan8's solution](#)
- 65.**  
1974A  
[Phone Desktop](#) · [Tutorial](#)  
Quality: 37,910 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[8Conan8's solution](#)
- 66.**  
1957A  
[Stickogon](#) · [Tutorial](#)  
Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[8Conan8's solution](#)
- 67.**  
1972A  
[Contest Proposal](#) · [Tutorial](#)  
Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers  
[8Conan8's solution](#)
- 68.**  
1969A  
[Two Friends](#) · [Tutorial](#)  
Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[8Conan8's solution](#)
- 69.**  
1966A  
[Card Exchange](#) · [Tutorial](#)  
Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy  
[8Conan8's solution](#)
- 70.**  
2166B  
[Tab Closing](#) · [Tutorial](#)  
Quality: 18,110 global accepts · Rating: 900 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math  
[8Conan8's solution](#)
- 71.**  
2178B  
[Impost or Sus](#) · [Tutorial](#)  
Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings  
[8Conan8's solution](#)
- 72.**  
2171B  
[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)  
Quality: 27,098 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math  
[8Conan8's solution](#)
- 73.**  
2110B  
[Down with Brackets](#) · [Tutorial](#)  
Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[8Conan8's solution](#)
- 74.**  
2013B  
[Battle for Survive](#) · [Tutorial](#)  
Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**75.**

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**76.**

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[8Conan8's solution](#)

**77.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,403 global accepts · Rating: 900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[8Conan8's solution](#)

**78.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[8Conan8's solution](#)

**79.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[8Conan8's solution](#)

**80.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: implementation, sortings

[8Conan8's solution](#)

**81.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[8Conan8's solution](#)

**82.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[8Conan8's solution](#)

**83.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,738 global accepts · Rating: 1000 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[8Conan8's solution](#)

**84.**

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[8Conan8's solution](#)

**85.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[8Conan8's solution](#)

**86.**

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[8Conan8's solution](#)

**87.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**88.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[8Conan8's solution](#)

**89.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[8Conan8's solution](#)

**90.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,429 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[8Conan8's solution](#)

**91.**

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[8Conan8's solution](#)

**92.**

1969B

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

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[8Conan8's solution](#)

**93.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2023-10-30 · Python 3 (first AC) · Tags: greedy, strings

[8Conan8's solution](#)

**94.**

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[8Conan8's solution](#)

**95.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1100 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[8Conan8's solution](#)

**96.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy  
[8Conan8's solution](#)

**97.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[8Conan8's solution](#)

**98.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,115 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[8Conan8's solution](#)

**99.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[8Conan8's solution](#)

**100.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[8Conan8's solution](#)

**101.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[8Conan8's solution](#)

**102.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[8Conan8's solution](#)

**103.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[8Conan8's solution](#)

**104.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[8Conan8's solution](#)

**105.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[8Conan8's solution](#)

**106.**

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[8Conan8's solution](#)

### 107.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[8Conan8's solution](#)

### 108.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,130 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[8Conan8's solution](#)

### 109.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[8Conan8's solution](#)

### 110.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[8Conan8's solution](#)

### 111.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 1200 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[8Conan8's solution](#)

### 112.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[8Conan8's solution](#)

### 113.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[8Conan8's solution](#)

### 114.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[8Conan8's solution](#)

### 115.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[8Conan8's solution](#)

### 116.

2003C

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

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[8Conan8's solution](#)

**117.**

1989B

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

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

[8Conan8's solution](#)

**118.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[8Conan8's solution](#)

**119.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[8Conan8's solution](#)

**120.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[8Conan8's solution](#)

**121.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[8Conan8's solution](#)

**122.**

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[8Conan8's solution](#)

**123.**

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[8Conan8's solution](#)

**124.**

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[8Conan8's solution](#)

**125.**

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[8Conan8's solution](#)

**126.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[8Conan8's solution](#)

**127.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[8Conan8's solution](#)

**128.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[8Conan8's solution](#)

**129.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[8Conan8's solution](#)

**130.**

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[8Conan8's solution](#)

**131.**

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[8Conan8's solution](#)

**132.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[8Conan8's solution](#)

**133.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[8Conan8's solution](#)

**134.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[8Conan8's solution](#)

**135.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[8Conan8's solution](#)

**136.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[8Conan8's solution](#)

**137.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[8Conan8's solution](#)

**138.**

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[8Conan8's solution](#)

**139.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math  
[8Conan8's solution](#)

**140.**

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[8Conan8's solution](#)

**141.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,379 global accepts · Rating: 1400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[8Conan8's solution](#)

**142.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[8Conan8's solution](#)

**143.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees  
[8Conan8's solution](#)

**144.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy  
[8Conan8's solution](#)

**145.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[8Conan8's solution](#)

**146.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[8Conan8's solution](#)

**147.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[8Conan8's solution](#)

**148.**

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[8Conan8's solution](#)

**149.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive  
[8Conan8's solution](#)

**150.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings  
[8Conan8's solution](#)

**151.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[8Conan8's solution](#)

**152.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[8Conan8's solution](#)

**153.**

1974C

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

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures  
[8Conan8's solution](#)

**154.**

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[8Conan8's solution](#)

**155.**

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings  
[8Conan8's solution](#)

**156.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[8Conan8's solution](#)

**157.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[8Conan8's solution](#)

**158.**

1418C

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

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[8Conan8's solution](#)

**159.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[8Conan8's solution](#)

**160.**

2070C

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

Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[8Conan8's solution](#)

**161.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[8Conan8's solution](#)

**162.**

1985F

[Final Boss](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**163.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[8Conan8's solution](#)

**164.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,126 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[8Conan8's solution](#)

**165.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[8Conan8's solution](#)

**166.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[8Conan8's solution](#)

**167.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[8Conan8's solution](#)

**168.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[8Conan8's solution](#)

**169.**

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

[8Conan8's solution](#)

**170.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[8Conan8's solution](#)

**171.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[8Conan8's solution](#)

**172.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[8Conan8's solution](#)

**173.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[8Conan8's solution](#)

**174.**

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[8Conan8's solution](#)

**175.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[8Conan8's solution](#)

**176.**

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[8Conan8's solution](#)

**177.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math  
[8Conan8's solution](#)

**178.**

2113C

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

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[8Conan8's solution](#)

**179.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[8Conan8's solution](#)

**180.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[8Conan8's solution](#)

**181.**

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[8Conan8's solution](#)

**182.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[8Conan8's solution](#)

**183.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[8Conan8's solution](#)

**184.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[8Conan8's solution](#)

**185.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[8Conan8's solution](#)

**186.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[8Conan8's solution](#)

**187.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[8Conan8's solution](#)

**188.**

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[8Conan8's solution](#)

**189.**

1982D

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

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[8Conan8's solution](#)

**190.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1700 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[8Conan8's solution](#)

**191.**

1973C

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

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[8Conan8's solution](#)

**192.**

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[8Conan8's solution](#)

**193.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[8Conan8's solution](#)

**194.**

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[8Conan8's solution](#)

**195.**

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[8Conan8's solution](#)

**196.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[8Conan8's solution](#)

**197.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[8Conan8's solution](#)

**198.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[8Conan8's solution](#)

**199.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[8Conan8's solution](#)

**200.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[8Conan8's solution](#)

**201.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[8Conan8's solution](#)

**202.**

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[8Conan8's solution](#)

**203.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[8Conan8's solution](#)

**204.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[8Conan8's solution](#)

**205.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[8Conan8's solution](#)

**206.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[8Conan8's solution](#)

**207.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[8Conan8's solution](#)

**208.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[8Conan8's solution](#)

**209.**

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[8Conan8's solution](#)

**210.**

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[8Conan8's solution](#)

**211.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[8Conan8's solution](#)

**212.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-30 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[8Conan8's solution](#)

**213.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[8Conan8's solution](#)

**214.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[8Conan8's solution](#)

**215.**

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[8Conan8's solution](#)

**216.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[8Conan8's solution](#)

**217.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings  
[8Conan8's solution](#)

**218.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[8Conan8's solution](#)

**219.**

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[8Conan8's solution](#)

**220.**

2138B

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

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[8Conan8's solution](#)

**221.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
[8Conan8's solution](#)

**222.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[8Conan8's solution](#)

**223.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,043 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory  
[8Conan8's solution](#)

**224.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees  
[8Conan8's solution](#)

**225.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[8Conan8's solution](#)

**226.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math  
[8Conan8's solution](#)

**227.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[8Conan8's solution](#)

**228.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[8Conan8's solution](#)

**229.**

2014H

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

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[8Conan8's solution](#)

**230.**

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[8Conan8's solution](#)

**231.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[8Conan8's solution](#)

**232.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[8Conan8's solution](#)

**233.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[8Conan8's solution](#)

**234.**

1986F

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

Quality: 6,432 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[8Conan8's solution](#)

**235.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[8Conan8's solution](#)

**236.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[8Conan8's solution](#)

**237.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[8Conan8's solution](#)

**238.**

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[8Conan8's solution](#)

**239.**

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, math

[8Conan8's solution](#)

**240.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[8Conan8's solution](#)

**241.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[8Conan8's solution](#)

**242.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[8Conan8's solution](#)

**243.**

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[8Conan8's solution](#)

**244.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[8Conan8's solution](#)

**245.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[8Conan8's solution](#)

**246.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[8Conan8's solution](#)

**247.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[8Conan8's solution](#)

**248.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings  
[8Conan8's solution](#)

**249.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory  
[8Conan8's solution](#)

**250.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[8Conan8's solution](#)

**251.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[8Conan8's solution](#)

**252.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
[8Conan8's solution](#)

**253.**

1974G

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

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[8Conan8's solution](#)

**254.**

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[8Conan8's solution](#)

**255.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[8Conan8's solution](#)

**256.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities  
[8Conan8's solution](#)

**257.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[8Conan8's solution](#)

**258.**

2150C

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

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · last AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[8Conan8's solution](#)

**259.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-17 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[8Conan8's solution](#)

**260.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[8Conan8's solution](#)

**261.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[8Conan8's solution](#)

**262.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[8Conan8's solution](#)

**263.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[8Conan8's solution](#)

**264.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[8Conan8's solution](#)

**265.**

2003D2

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

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

[8Conan8's solution](#)

**266.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[8Conan8's solution](#)

**267.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[8Conan8's solution](#)

**268.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[8Conan8's solution](#)

**269.**

2173E

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

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[8Conan8's solution](#)

**270.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[8Conan8's solution](#)

**271.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[8Conan8's solution](#)

**272.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[8Conan8's solution](#)

**273.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[8Conan8's solution](#)

**274.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[8Conan8's solution](#)

**275.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[8Conan8's solution](#)

**276.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[8Conan8's solution](#)

**277.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[8Conan8's solution](#)

**278.**

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[8Conan8's solution](#)

**279.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[8Conan8's solution](#)

**280.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[8Conan8's solution](#)

**281.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[8Conan8's solution](#)

**282.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[8Conan8's solution](#)

**283.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[8Conan8's solution](#)

**284.**

2180E

[No Effect XOR](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**285.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu  
[8Conan8's solution](#)

**286.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math  
[8Conan8's solution](#)

**287.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing  
[8Conan8's solution](#)

**288.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees  
[8Conan8's solution](#)

**289.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees  
[8Conan8's solution](#)

**290.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive  
[8Conan8's solution](#)

**291.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[8Conan8's solution](#)

**292.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers  
[8Conan8's solution](#)

**293.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[8Conan8's solution](#)

**294.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees  
[8Conan8's solution](#)

**295.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings  
[8Conan8's solution](#)

**296.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[8Conan8's solution](#)

**297.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[8Conan8's solution](#)

**298.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[8Conan8's solution](#)

**299.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[8Conan8's solution](#)

**300.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[8Conan8's solution](#)

**301.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[8Conan8's solution](#)

**302.**

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[8Conan8's solution](#)

**303.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[8Conan8's solution](#)

**304.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[8Conan8's solution](#)

**305.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[8Conan8's solution](#)

### 306.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[8Conan8's solution](#)

### 307.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[8Conan8's solution](#)

### 308.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[8Conan8's solution](#)

### 309.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[8Conan8's solution](#)

### 310.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[8Conan8's solution](#)

### 311.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[8Conan8's solution](#)

### 312.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[8Conan8's solution](#)

### 313.

2001E1

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

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[8Conan8's solution](#)

### 314.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[8Conan8's solution](#)

**315.**

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

[8Conan8's solution](#)

**316.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[8Conan8's solution](#)

**317.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[8Conan8's solution](#)

**318.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[8Conan8's solution](#)

**319.**

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[8Conan8's solution](#)

**320.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[8Conan8's solution](#)

**321.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[8Conan8's solution](#)

**322.**

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[8Conan8's solution](#)

**323.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[8Conan8's solution](#)

**324.**

2166F

[Path Split](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[8Conan8's solution](#)

**325.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[8Conan8's solution](#)

**326.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[8Conan8's solution](#)

**327.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[8Conan8's solution](#)

**328.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[8Conan8's solution](#)

**329.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[8Conan8's solution](#)

**330.**

2133E

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

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[8Conan8's solution](#)

**331.**

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[8Conan8's solution](#)

**332.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[8Conan8's solution](#)

**333.**

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[8Conan8's solution](#)

**334.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[8Conan8's solution](#)

**335.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[8Conan8's solution](#)

**336.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[8Conan8's solution](#)

**337.**

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[8Conan8's solution](#)

**338.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[8Conan8's solution](#)

**339.**

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[8Conan8's solution](#)

**340.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[8Conan8's solution](#)

**341.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[8Conan8's solution](#)

**342.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[8Conan8's solution](#)

**343.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[8Conan8's solution](#)

**344.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-09-25 · GNU C++11 (first AC) · Tags: dp, trees

[8Conan8's solution](#)

**345.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[8Conan8's solution](#)

**346.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[8Conan8's solution](#)

**347.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[8Conan8's solution](#)

**348.**

2138D

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

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

[8Conan8's solution](#)

**349.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[8Conan8's solution](#)

**350.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[8Conan8's solution](#)

**351.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[8Conan8's solution](#)

**352.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[8Conan8's solution](#)

**353.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[8Conan8's solution](#)

**354.**

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: data structures, dp, two pointers

[8Conan8's solution](#)

**355.**

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-03-04 · last AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[8Conan8's solution](#)

**356.**

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[8Conan8's solution](#)

**357.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[8Conan8's solution](#)

**358.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[8Conan8's solution](#)

**359.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[8Conan8's solution](#)

**360.**

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[8Conan8's solution](#)

**361.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[8Conan8's solution](#)

**362.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[8Conan8's solution](#)

**363.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[8Conan8's solution](#)

**364.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[8Conan8's solution](#)

**365.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[8Conan8's solution](#)

**366.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[8Conan8's solution](#)

**367.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, trees

[8Conan8's solution](#)

**368.**

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[8Conan8's solution](#)

**369.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[8Conan8's solution](#)

**370.**

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[8Conan8's solution](#)

**371.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[8Conan8's solution](#)

**372.**

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[8Conan8's solution](#)

**373.**

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[8Conan8's solution](#)

**374.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[8Conan8's solution](#)

**375.**

2096G

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

Quality: 421 global accepts · Rating: 3200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[8Conan8's solution](#)

**376.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[8Conan8's solution](#)

**377.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[8Conan8's solution](#)

**378.**

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[8Conan8's solution](#)

**379.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[8Conan8's solution](#)

**380.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[8Conan8's solution](#)

**381.**

2219B2

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

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[8Conan8's solution](#)

**382.**

2219B1

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

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[8Conan8's solution](#)

**383.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[8Conan8's solution](#)

**384.**

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**385.**

105632K

[Brotato](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**386.**

105632G

[Same Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**387.**

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · last AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**388.**

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**389.**

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**390.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**391.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**392.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**393.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**394.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**395.**

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**396.**

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**397.**

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**398.**

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**399.**

105945B

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

Rating: — · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**400.**

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**401.**

105657D

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

Rating: — · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**402.**

105657G

[Gathering Mushrooms](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**403.**

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**404.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**405.**

105657E

[Elevator II](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**406.**

105657M

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

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

[8Conan8's solution](#)

**407.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**408.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**409.**

105657B

[Barkley III](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**410.**

105657A

[AUS](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**411.**

103427A

[A Bite of Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**412.**

100182I

[Mosaic](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**413.**

103427D

[Cross the Maze](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**414.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

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

[8Conan8's solution](#)

**415.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**416.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**417.**

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**418.**

103427H

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

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**419.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**420.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**421.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**422.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**423.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**424.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**425.**

105578G

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

Rating: — · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: —  
[8Conan8's solution](#)

**426.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**427.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[8Conan8's solution](#)

**428.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**429.**

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · last AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**430.**

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**431.**

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**432.**

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**433.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**434.**

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**435.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**436.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**437.**

105486J

[Grand Prix of Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**438.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**439.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**440.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**441.**

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**442.**

103446B

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

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**443.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**444.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**445.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**446.**

103446M

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

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**447.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**448.**

103446D

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

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**449.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**450.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**451.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**452.**

104787A

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

Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**453.**

104813D

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

Rating: — · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**454.**

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**455.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**456.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**457.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**458.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**459.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**460.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**461.**

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**462.**

104869B

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

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

[8Conan8's solution](#)

**463.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**464.**

104869D

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

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**465.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**466.**

104869J

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

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**467.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**468.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[8Conan8's solution](#)

**469.**

104880J

[while \(1\) replace;](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**470.**

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**471.**

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

472.

105160A

[b7iA1AN°](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

473.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

474.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

475.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

476.

105170I

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

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

477.

105158G

[bk-Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

478.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

479.

105158D

[YtyxNKkÔ](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

480.

105158C

[N-NCuAN\\_%o•bSkÔ•\[](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

481.

105158H

[-•gthral](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

482.

105158K

[h Ntrial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**483.**

105158L

[Toxel N PCPC-III Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**484.**

105158J

[c'RN'leP](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**485.**

105158M

[g'lt'ia'Õ](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**486.**

105158F

[O'v'v'w'&N2](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**487.**

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[8Conan8's solution](#)

**488.**

105143M

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