

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

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# Unique solved — AliceG

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

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

Filters: none

Count: 771

1.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AliceG's solution](#)

2.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AliceG's solution](#)

3.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AliceG's solution](#)

4.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

5.

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[AliceG's solution](#)

6.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliceG's solution](#)

7.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

8.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

9.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

10.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[AliceG's solution](#)

**11.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[AliceG's solution](#)

**12.**

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[AliceG's solution](#)

**13.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[AliceG's solution](#)

**14.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[AliceG's solution](#)

**15.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[AliceG's solution](#)

**16.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[AliceG's solution](#)

**17.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[AliceG's solution](#)

**18.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,456 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[AliceG's solution](#)

**19.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[AliceG's solution](#)

**20.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[AliceG's solution](#)

**21.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**22.**

101911I

[Heist](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**23.**

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliceG's solution](#)

**24.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,456 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**25.**

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**26.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[AliceG's solution](#)

**27.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · Python 3 (first AC) · Tags: implementation

[AliceG's solution](#)

**28.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · Python 3 (first AC) · Tags: implementation

[AliceG's solution](#)

**29.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

**30.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[AliceG's solution](#)

**31.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,860 global accepts · Rating: 800 · first AC: 2017-07-06 · Python 3 (first AC) · Tags: brute force, math

[AliceG's solution](#)

**32.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**33.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**34.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[AliceG's solution](#)

**35.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliceG's solution](#)

**36.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

**37.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

**38.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AliceG's solution](#)

**39.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AliceG's solution](#)

**40.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · Python 3 (first AC) · Tags: implementation, strings

[AliceG's solution](#)

**41.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · Python 3 (first AC) · Tags: implementation, math

[AliceG's solution](#)

**42.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-10-18 · Python 3 (first AC) · Tags: implementation

[AliceG's solution](#)

**43.**

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · Python 3 (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

**44.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AliceG's solution](#)

**45.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AliceG's solution](#)

**46.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[AliceG's solution](#)

**47.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[AliceG's solution](#)

**48.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

**49.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AliceG's solution](#)

**50.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**51.**

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**52.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AliceG's solution](#)

**53.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[AliceG's solution](#)

**54.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

**55.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[AliceG's solution](#)

**56.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · Python 3 (first AC) · Tags: brute force, greedy, sortings

[AliceG's solution](#)

**57.**

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2017-11-12 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**58.**

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · Python 3 (first AC) · Tags: brute force

[AliceG's solution](#)

**59.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-10-18 · Python 3 (first AC) · Tags: implementation, math

[AliceG's solution](#)

**60.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,222 global accepts · Rating: 1000 · first AC: 2017-05-21 · Python 3 (first AC) · Tags: math

[AliceG's solution](#)

**61.**

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[AliceG's solution](#)

**62.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AliceG's solution](#)

**63.**

1415B

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

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AliceG's solution](#)

**64.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AliceG's solution](#)

**65.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

**66.**

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**67.**

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[AliceG's solution](#)

**68.**

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

**69.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**70.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

**71.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**72.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AliceG's solution](#)

**73.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · Python 3 (first AC) · Tags: brute force, greedy

[AliceG's solution](#)

**74.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · Python 3 (first AC) · Tags: greedy, implementation

[AliceG's solution](#)

**75.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[AliceG's solution](#)

**76.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[AliceG's solution](#)

**77.**

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[AliceG's solution](#)

**78.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[AliceG's solution](#)

**79.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[AliceG's solution](#)

**80.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[AliceG's solution](#)

**81.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliceG's solution](#)

**82.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliceG's solution](#)

**83.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[AliceG's solution](#)

**84.**

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AliceG's solution](#)

**85.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · MS C++ (first AC) · Tags: \*special, strings

[AliceG's solution](#)

**86.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[AliceG's solution](#)

**87.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

**88.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · Python 3 (first AC) · Tags: implementation

[AliceG's solution](#)

**89.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[AliceG's solution](#)

**90.**

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math

[AliceG's solution](#)

**91.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[AliceG's solution](#)

**92.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[AliceG's solution](#)

**93.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[AliceG's solution](#)

**94.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AliceG's solution](#)

**95.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[AliceG's solution](#)

**96.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[AliceG's solution](#)

**97.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AliceG's solution](#)

**98.**

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**99.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

**100.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[AliceG's solution](#)

**101.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: implementation

[AliceG's solution](#)

**102.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · Python 3 (first AC) · Tags: constructive algorithms, math

[AliceG's solution](#)

**103.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · Python 3 (first AC) · Tags: brute force, implementation

[AliceG's solution](#)

**104.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · Python 3 (first AC) · Tags: constructive algorithms, graphs, math

[AliceG's solution](#)

**105.**

886C

[Petya and Catacombs](#) · [Tutorial](#)

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-12 · MS C++ (first AC) · Tags: dsu, greedy, implementation, trees

[AliceG's solution](#)

**106.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-15 · Python 3 (first AC) · Tags: dp, greedy, math, number theory

[AliceG's solution](#)

**107.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**108.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

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**109.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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**110.**

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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**111.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AliceG's solution](#)

**112.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**113.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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**114.**

987C

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Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

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**115.**

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

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**116.**

975C

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Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

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**117.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**118.**

928B

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Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp

[AliceG's solution](#)

**119.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · Python 3 (first AC) · Tags: implementation

[AliceG's solution](#)

**120.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[AliceG's solution](#)

**121.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**122.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[AliceG's solution](#)

**123.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: math  
[AliceG's solution](#)

**124.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
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**125.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[AliceG's solution](#)

**126.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[AliceG's solution](#)

**127.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
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**128.**

1326D1

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Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
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**129.**

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[AliceG's solution](#)

**130.**

1256D

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Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**131.**

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AliceG's solution](#)

**132.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[AliceG's solution](#)

**133.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

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**134.**

1180C

[Valeriy and Deque](#) · [Tutorial](#)

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**135.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AliceG's solution](#)

**136.**

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AliceG's solution](#)

**137.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[AliceG's solution](#)

**138.**

926G

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Quality: 1,736 global accepts · Rating: 1500 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: —

[AliceG's solution](#)

**139.**

908C

[New Year and Curling](#) · [Tutorial](#)

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[AliceG's solution](#)

**140.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · Python 3 (first AC) · Tags: constructive algorithms

[AliceG's solution](#)

**141.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-10-18 · Python 3 (first AC) · Tags: implementation

[AliceG's solution](#)

**142.**

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

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**143.**

1528A

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**144.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

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**145.**

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**146.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[AliceG's solution](#)

**147.**

1223C

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**148.**

1188A1

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**149.**

1112B

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**150.**

1072C

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Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AliceG's solution](#)

**151.**

101911A

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**152.**

1065C

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**153.**

979C

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**154.**

967C

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[AliceG's solution](#)

**155.**

957C

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**156.**

926D

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**157.**

923B

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**158.**

907C

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**159.**

847H

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**160.**

427C

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**161.**

1776F

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**162.**

1765D

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**163.**

1089E

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**164.**

1267E

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**165.**

1571E

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**166.**

1528B

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Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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**167.**

1491C

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Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**168.**

1464A

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**169.**

1332D

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Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

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**170.**

1256C

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Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**171.**

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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**172.**

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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**173.**

1051D

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**174.**

957D

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Quality: 1700 · first AC: 2018-03-24 · Python 3 (first AC) · Tags: dp, greedy

[AliceG's solution](#)

**175.**

926C

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**176.**

923A

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**177.**

944B

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Quality: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[AliceG's solution](#)

**178.**

938C

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Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · Python 3 (first AC) · Tags: binary search, brute force, constructive algorithms

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**179.**

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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**180.**

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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**181.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

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**182.**

1250B

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Quality: 2,799 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AliceG's solution](#)

**183.**

1571D

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Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation, math

[AliceG's solution](#)

**184.**

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[AliceG's solution](#)

**185.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[AliceG's solution](#)

**186.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AliceG's solution](#)

**187.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[AliceG's solution](#)

**188.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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**189.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliceG's solution](#)

**190.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[AliceG's solution](#)

**191.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AliceG's solution](#)

**192.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AliceG's solution](#)

**193.**

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AliceG's solution](#)

**194.**

1030D

[Vasya and Triangle](#) · [Tutorial](#)

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[AliceG's solution](#)

**195.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[AliceG's solution](#)

**196.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AliceG's solution](#)

**197.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-10-18 · Python 3 (first AC) · Tags: constructive algorithms

[AliceG's solution](#)

**198.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[AliceG's solution](#)

**199.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[AliceG's solution](#)

**200.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AliceG's solution](#)

**201.**

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[AliceG's solution](#)

**202.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[AliceG's solution](#)

**203.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[AliceG's solution](#)

**204.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[AliceG's solution](#)

**205.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[AliceG's solution](#)

**206.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[AliceG's solution](#)

**207.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[AliceG's solution](#)

**208.**

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[AliceG's solution](#)

**209.**

926E

[Merge Equal Elements](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 1900 · first AC: 2018-03-17 · FPC (first AC) · Tags: constructive algorithms, data structures

[AliceG's solution](#)

**210.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graphs, implementation

[AliceG's solution](#)

**211.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2017-08-21 · Python 3 (first AC) · Tags: binary search, geometry, ternary search

[AliceG's solution](#)

**212.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[AliceG's solution](#)

**213.**

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms, dp

[AliceG's solution](#)

**214.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms

[AliceG's solution](#)

**215.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[AliceG's solution](#)

**216.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AliceG's solution](#)

**217.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[AliceG's solution](#)

**218.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[AliceG's solution](#)

**219.**

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[AliceG's solution](#)

**220.**

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[AliceG's solution](#)

**221.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[AliceG's solution](#)

**222.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[AliceG's solution](#)

**223.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[AliceG's solution](#)

**224.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

## 225.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AliceG's solution](#)

## 226.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AliceG's solution](#)

## 227.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[AliceG's solution](#)

## 228.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[AliceG's solution](#)

## 229.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[AliceG's solution](#)

## 230.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliceG's solution](#)

## 231.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[AliceG's solution](#)

## 232.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliceG's solution](#)

## 233.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AliceG's solution](#)

## 234.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-08-23 · MS C++ (first AC) · Tags: binary search, geometry, math

[AliceG's solution](#)

**235.**

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[AliceG's solution](#)

**236.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[AliceG's solution](#)

**237.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[AliceG's solution](#)

**238.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[AliceG's solution](#)

**239.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[AliceG's solution](#)

**240.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[AliceG's solution](#)

**241.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AliceG's solution](#)

**242.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AliceG's solution](#)

**243.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[AliceG's solution](#)

**244.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AliceG's solution](#)

**245.**

902D

[GCD of Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-19 · Python 3 (first AC) · Tags: math

[AliceG's solution](#)

**246.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[AliceG's solution](#)

**247.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AliceG's solution](#)

**248.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[AliceG's solution](#)

**249.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[AliceG's solution](#)

**250.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[AliceG's solution](#)

**251.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AliceG's solution](#)

**252.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AliceG's solution](#)

**253.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AliceG's solution](#)

**254.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[AliceG's solution](#)

**255.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures,

implementation

[AliceG's solution](#)

**256.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[AliceG's solution](#)

**257.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[AliceG's solution](#)

**258.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AliceG's solution](#)

**259.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**260.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AliceG's solution](#)

**261.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[AliceG's solution](#)

**262.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AliceG's solution](#)

**263.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[AliceG's solution](#)

**264.**

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[AliceG's solution](#)

**265.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[AliceG's solution](#)

**266.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AliceG's solution](#)

**267.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[AliceG's solution](#)

**268.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, greedy

[AliceG's solution](#)

**269.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[AliceG's solution](#)

**270.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AliceG's solution](#)

**271.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[AliceG's solution](#)

**272.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[AliceG's solution](#)

**273.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AliceG's solution](#)

**274.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[AliceG's solution](#)

**275.**

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[AliceG's solution](#)

**276.**

104670E

[Eavesdropper Evasion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**277.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**278.**

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**279.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**280.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**281.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**282.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**283.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**284.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**285.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**286.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**287.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**288.**

101047J

[The Kamphaeng Phet's Chedis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**289.**

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**290.**

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**291.**

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**292.**

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**293.**

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**294.**

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**295.**

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**296.**

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**297.**

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**298.**

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**299.**

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**300.**

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**301.**

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**302.**

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**303.**

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**304.**

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**305.**

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**306.**

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**307.**

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**308.**

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**309.**

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**310.**

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**311.**

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**312.**

104670I

[Intact Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**313.**

104670H

[Hiring Help](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**314.**

104670C

[Customs Controls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**315.**

104670F

[Fortune From Folly](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**316.**

104670D

[Deceptive Directions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**317.**

104670J

[Joint Jog Jam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**318.**

104670G

[Grazed Grains](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**319.**

104670A

[Antenna Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**320.**

104670K

[Knot Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**321.**

104670L

[Locust Locus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**322.**

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**323.**

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**324.**

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**325.**

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**326.**

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**327.**

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**328.**

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**329.**

104668L

[Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**330.**

104668G

[Shooter Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**331.**

104668B

[The Bridge on the River Kawaii](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**332.**

104668A

[The ABCD Murderer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**333.**

104668C

[Clockwork J|ange](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**334.**

104668I

[The Silence of the Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**335.**

104668E

[Trees Gump](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**336.**

104668J

[Matrice](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**337.**

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**338.**

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**339.**

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**340.**

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**341.**

101572D

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**342.**

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**343.**

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**344.**

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**345.**

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**346.**

100622E

[Enigmatic Device](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**347.**

100622I

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**348.**

100622C

[Circles on a Screen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**349.**

100622K

[Kripke Model](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**350.**

100622A

[Auxiliary Question of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**351.**

100622H

[Homo or Hetero?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**352.**

100622B

[Bureaucracy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**353.**

100622D

[Dragon's Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**354.**

100622J

[Jealous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**355.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**356.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**357.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**358.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**359.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**360.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**361.**

104128I

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

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**362.**

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**363.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**364.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AliceG's solution](#)

**365.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**366.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**367.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**368.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**369.**

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**370.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**371.**

104196C

[Ball of Whacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**372.**

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**373.**

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**374.**

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**375.**

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**376.**

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**377.**

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**378.**

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**379.**

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**380.**

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**381.**

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**382.**

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**383.**

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**384.**

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**385.**

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**386.**

104149H

[Hidden Horcrux](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**387.**

104149D

[Document Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**388.**

104149B

[Basic Brewing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**389.**

104149M

[Magic Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**390.**

104149J

[Joint Jinx](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**391.**

104149I

[Inconspicuous Identity](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**392.**

104149C

[Cellar Chase](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**393.**

104149F

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

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**394.**

104149A

[Alohomora and Colloportus](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**395.**

104149L

[Longbottom Leap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**396.**

104149G

[Going for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**397.**

104149K

[Kettle Kitten](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**398.**

104149E

[Enchanted Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**399.**

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**400.**

100240J

[Year of More Code Jam](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**401.**

100240D

[Copying DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**402.**

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**403.**

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**404.**

100240I

[Moogles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**405.**

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**406.**

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**407.**

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**408.**

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**409.**

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**410.**

100274I

[Suiting Weavers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**411.**

100274G

[Security Zone](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**412.**

100274H

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**413.**

100274C

[Indiana Jones and the lost Soccer Cup](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**414.**

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**415.**

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**416.**

100274B

[Genetic Fraud](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**417.**

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**418.**

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**419.**

103110K

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

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**420.**

103110I

[Grid Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**421.**

103110H

[Street Layout](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**422.**

103110G

[Map Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**423.**

103110F

[Island Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**424.**

103110E

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

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**425.**

103110D

[Apple Orchard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**426.**

103110C

[Reverse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**427.**

103110B

[Digit Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**428.**

103110A

[Mountain Climbing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**429.**

100227E

[Checker's Check](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**430.**

100227B

[Poly-polygonal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**431.**

100227H

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**432.**

100227G

[BSP Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**433.**

100227A

[Picnic Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**434.**

100227F

[To Bet or Not To Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**435.**

100227L

[Crossed ladders](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**436.**

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**437.**

100227D

[Stacking Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**438.**

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**439.**

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**440.**

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**441.**

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**442.**

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**443.**

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**444.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**445.**

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**446.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**447.**

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**448.**

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**449.**

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**450.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**451.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**452.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**453.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**454.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**455.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**456.**

104059C

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

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**457.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**458.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**459.**

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**460.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**461.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**462.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**463.**

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**464.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**465.**

104064G

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

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**466.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**467.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**468.**

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**469.**

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**470.**

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**471.**

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**472.**

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**473.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**474.**

104020K

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**475.**

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**476.**

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**477.**

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**478.**

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**479.**

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AliceG's solution](#)

**480.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**481.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**482.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**483.**

101630A

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

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**484.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**485.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

486.

101630E

[Easy Quest · Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

487.

103631A

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

488.

102386F

[A00i8C](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

489.

102386G

[B4@C!ä DÄAC#8CR 1C`8CÔGC,,:C€](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

490.

102386B

[B\\$0DriaC,,@ B4@BD#](#)

Rating: — · first AC: 2022-04-01 · PyPy 3 (first AC) · Tags: —

[AliceG's solution](#)

491.

102386H

[B 2CTEBCäDCä@D°](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

492.

102386E

[AäB0riaCd5CÔ=D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

493.

102386I

[A05DriaCT0CÔBCä2C#0](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

494.

102386D

[A·@D\\$5CÂ 2 C @CÄ8C€](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

495.

102386C

[A00C#4C, >D\\$;C,,GC,,O](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

496.

102386A

[B BD#0C,,BCT;DÄAD\\$2Cä 1C HCÔ8](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**497.**

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: \*special, implementation, math

[AliceG's solution](#)

**498.**

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees

[AliceG's solution](#)

**499.**

102896L

[Lookup Performance · Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**500.**

102896D

[Down We Dig · Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**501.**

102896A

[Almost Balanced Tree · Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**502.**

102896C

[Color the Tree · Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**503.**

102896M

[Miser · Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**504.**

102896E

[Easy Measurements · Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**505.**

102896K

[Kate's 2021 Celebration · Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**506.**

103049J

[Joint Excavation · Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**507.**

103049G

[Great Expectations · Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**508.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**509.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**510.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**511.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**512.**

103049C

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

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**513.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**514.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**515.**

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[AliceG's solution](#)

**516.**

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, interactive

[AliceG's solution](#)

**517.**

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[AliceG's solution](#)

**518.**

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, strings

[AliceG's solution](#)

519.

1570D

[Reachable Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[AliceG's solution](#)

520.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, greedy, implementation

[AliceG's solution](#)

521.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math

[AliceG's solution](#)

522.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special

[AliceG's solution](#)

523.

1531E2

[B 7D0BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[AliceG's solution](#)

524.

1531E1

[B 7D0BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

525.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

526.

1531C

[B 80ÄiCCTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, dp

[AliceG's solution](#)

527.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

528.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

529.

1531A

[At8CÔ3CT@i|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[AliceG's solution](#)

**530.**

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**531.**

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**532.**

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**533.**

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**534.**

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**535.**

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**536.**

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**537.**

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**538.**

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**539.**

102102B

[Boolean](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**540.**

102102I

[Inner subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**541.**

102102D

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**542.**

102102G

[Great divisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**543.**

102102H

[Honest gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**544.**

102102F

[Footprints](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**545.**

102102E

[Enlarged triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**546.**

102102C

[Car collection](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**547.**

102102A

[Alternative result](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**548.**

102105G

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**549.**

102105E

[Elegant system](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**550.**

102105H

[Ha-ha-ha](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**551.**

102105F

[Fantastic chess](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**552.**

102105B

[Big dipper](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**553.**

102105C

[Comparing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**554.**

102105D

[Dima's divided numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**555.**

102105A

[Ayat and the film](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**556.**

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-02 · UnknownX (first AC) · Tags: \*special

[AliceG's solution](#)

**557.**

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · MS C++ 2017 (first AC) · Tags: \*special

[AliceG's solution](#)

**558.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[AliceG's solution](#)

**559.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[AliceG's solution](#)

**560.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

[AliceG's solution](#)

**561.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

**562.**

1319E

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[AliceG's solution](#)

**563.**

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AliceG's solution](#)

**564.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AliceG's solution](#)

**565.**

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[AliceG's solution](#)

**566.**

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[AliceG's solution](#)

**567.**

1275C

[#define At0CD00t0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

**568.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

**569.**

1275A

[B 3DK\\$K' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[AliceG's solution](#)

**570.**

100538L

[A\\$015C"1Ca;](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**571.**

100538B

[BD80tt4;DÄBD4@CÔKC' 7C ;](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**572.**

100538J

[A.,3D0i0 > D BD >C#>C•](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**573.**

100538F

[A#D,j@C @](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

574.

100538D

[BTx011C€](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

575.

100538K

[AD50i5C\\$>](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

576.

100538C

[B-BC0;0'0Cb A Cα=C,,3C <C€](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

577.

100538G

[AD8CÄ0D 8 Cα>CÔAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

578.

100538I

[Aα>DriC CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

579.

100538E

[B40Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

580.

100296J

[A0C4@ C =Cô0D ?Cä@D](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

581.

100296C

[A4=0ä0D 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

582.

100296A

[Aä;CT00, 4C\\$>C,,GCÔKCR ?CäAC'5CD>C\\$0D\\$5C'LCÔ>D BC€](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

583.

100296H

[A0D'8D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

584.

100296I

[A05D5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

585.

100296D

[A@C@ C AC=0 Ct0C >D 0](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

586.

100296G

[A@C@,7D°](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

587.

100296E

[B\\$05D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

588.

100296B

[A4D>CB´CP](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

589.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

590.

100805F

[Rescue Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

591.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

592.

100805J

[A@C@A,,2D´5 C@;CTBCäGC#8](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

593.

100805I

[A@C@#0 CTBC D41C´8C](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

594.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

595.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**596.**

100805C

[A=BO&A=C 7C 2Cä4CR ECä7Dö8CD](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**597.**

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**598.**

100805E

[B Uö2öT4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**599.**

100805A

[A @CjBC =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**600.**

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**601.**

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**602.**

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**603.**

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**604.**

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**605.**

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**606.**

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**607.**

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**608.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**609.**

100062F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**610.**

100062H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**611.**

100062E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**612.**

100062D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**613.**

100062I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**614.**

100062C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**615.**

100062B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**616.**

100062G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

**617.**

100062A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

618.

101609B

[A,=D\\$5D 5D =C O DÔ:D :D4@D 8Dđ](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

619.

101609I

[Aô8Dđ#C](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

620.

101609E

[B Uct=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

621.

101609F

[B 8DđC\\$0CÔ8CP](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

622.

101609G

[AôDriôT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

623.

101609H

[B D D r C,,AC =C,,5](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

624.

101609D

[AôTôCöADt5D\\$K C" AD\\$@CäN](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

625.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

626.

101609A

[AôCäCÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

627.

100089D

[BôD r C CT@CT<CT=D\\$0C'LCÔ>CR ;CTGCT=C,,5](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

628.

100089H

[BôCöÄ0](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**629.**

100089A

[A10C&D](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**630.**

100089G

[A4D1&C,,BC ;DÀ](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**631.**

100089C

[B,T,D&ACP](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**632.**

100089I

[A&D&D K](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**633.**

100089J

[A 5C410ä5 D ;Cä2Cà](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**634.**

100089F

[A45CÄ> C4;Cä1C,,=](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**635.**

100089B

[BDD&1Cä;](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**636.**

100089E

[A00C=C GCT=C,,O](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**637.**

100289B

[Javalhalla · Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**638.**

100289H

[A500C CÔ4](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

**639.**

100289G

[A500B C40C';C](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

640.

100289C

[AÄ>Öf>D" "Cä@C](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

641.

100289F

[AD500L B 0C4=C @E :](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

642.

100289E

[Aö>0#D](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

643.

100289D

[Aä0:æ!](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

644.

100808A

[BTMCäCäCC,,=](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

645.

100808H

[A5D5DT>CDK Cö5D 5DT>CD>C](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

646.

100808B

[B D 5C\\$=Cä2C =C,,5](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

647.

100808C

[B5CÄäC,,>CÖ0D](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

648.

100808I

[Aö@Ca?Cä?C,,AC =C,,5](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

649.

100808D

[AÄMCH2C,,A C, D 0C#CC´0](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

650.

100808G

[A" BCTAGÖ>D\\$5, CD0 CÖ5 C" >C 8CD5](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

651.

100788B

[A0B018C 8 C,,3D 0](#)

Rating: — · first AC: 2019-09-04 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

652.

100788D

[B 704C\\*0Dò 6C,,7CÔL](#)

Rating: — · first AC: 2019-09-04 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

653.

100788G

[A0D18CÔ:C BD 0CÔ7C,,AD\\$>D 0](#)

Rating: — · first AC: 2019-09-04 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

654.

100788F

[A10C,1D°](#)

Rating: — · first AC: 2019-09-04 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

655.

100788H

[AD>DriC40 CD>CÄ>C•](#)

Rating: — · first AC: 2019-09-04 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

656.

100788A

[A`CDH0C0 Cò>CD0D >Cç Ò <C AD 8C"](#)

Rating: — · first AC: 2019-09-04 · MS C++ 2017 (first AC) · Tags: —

[AliceG's solution](#)

657.

100788C

[BD804CD :C€](#)

Rating: — · first AC: 2019-09-04 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

658.

100788E

[B GCAD\\$,C,,2D`5 C 8C`5D\\$K](#)

Rating: — · first AC: 2019-09-04 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

659.

102040F

[Path Intersection · Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

660.

102040H

[Tile Game · Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

661.

102040E

[Helping the HR · Tutorial](#)

Rating: — · first AC: 2019-02-16 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

662.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

663.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

664.

101979H

[A65D\\$5D 1D4@C3ð](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

665.

101979A

[LinkedList's Bizarre Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

666.

101979I

[A4=Cä<DÄ D,,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

667.

101979L

[AD80&Cä<D°](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

668.

101979F

[B4@C 2CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

669.

101979C

[ÄFÜMä DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

670.

101911K

[Medians and Partition](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

671.

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

672.

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

673.

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

674.

101619B

[A > CÄTDF 2 A\\$>D BCäGCÔ>CÄ -C=ACô@CTAD 5](#)

Rating: — · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AliceG's solution](#)

675.

101619H

[A,,=D\\$5D 5D =C O Ct0C40CD:C](#)

Rating: — · first AC: 2018-02-25 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

676.

101619C

[A NOD6CTB](#)

Rating: — · first AC: 2018-02-25 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

677.

101619I

[A 5Ct=0ô0D =D'9 Cô0D >C'L](#)

Rating: — · first AC: 2018-02-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

678.

101619F

[A5>CD>Ct@C,,BCT;DÄ=C O D BD >C=0](#)

Rating: — · first AC: 2018-02-25 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

679.

101619G

[B,T00Ä](#)

Rating: — · first AC: 2018-02-25 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

680.

101619J

[B B016,,;DÄ=CäAD\\$L D\\$@C =Ct0C=FC,,9](#)

Rating: — · first AC: 2018-02-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

681.

101619E

[Aô@Cä=C,,:CÔ>C\\$5CÔ8CR 2 D 5C`8C=2C @C,,9](#)

Rating: — · first AC: 2018-02-25 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

682.

101619K

[AS0C4=CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2018-02-25 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

683.

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**684.**

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**685.**

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**686.**

101653O

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**687.**

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**688.**

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**689.**

101587E

[A&Dj5C`QC](#)

Rating: — · first AC: 2017-12-06 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**690.**

101587B

[A400rD ?C 7Cä@Cö](#)

Rating: — · first AC: 2017-12-06 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**691.**

101587D

[AÄ0D\\$@C,,FC C,,:C](#)

Rating: — · first AC: 2017-12-06 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**692.**

101587C

[AÄ&DBC, 8 Cö0D >C`L](#)

Rating: — · first AC: 2017-12-06 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**693.**

101587A

[A400rC€](#)

Rating: — · first AC: 2017-12-06 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**694.**

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

695.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

696.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

697.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

698.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-22 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

699.

101200D

[B 0D\\$8CÔ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2017-11-19 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

700.

101200H

[B 0DHC@CT=CÔKC' ?C @C 4Cä:D Cä=D\\$8-BT>C';C](#)

Rating: — · first AC: 2017-11-19 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

701.

101200K

[AD\\$04C\\$>D ACâ ACÄ5D BDÄN](#)

Rating: — · first AC: 2017-11-19 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

702.

101200F

[B =DöBd@ C'8 C >C40CÂ BCä@D\\$K?](#)

Rating: — · first AC: 2017-11-19 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

703.

101200E

[B >C04CCTAD\\$2CT=D :C,,9 Cö>CD0D >C](#)

Rating: — · first AC: 2017-11-19 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

704.

101200G

[AöD0CQD>Cç 7C 4C G](#)

Rating: — · first AC: 2017-11-19 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

705.

101200B

[B BD>Cç>C\\$0Dò ;Cä2D4HCç0](#)

Rating: — · first AC: 2017-11-19 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**706.**

101613E

[A,3D0i@ GC,,AC`0CÄ8](#)

Rating: — · first AC: 2017-11-15 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**707.**

101613H

[A#0C!@C,,2Cä5 D!8D ;Cà](#)

Rating: — · first AC: 2017-11-15 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**708.**

101613F

[AÄ>0B`LCÔ0Dò 8C4@C](#)

Rating: — · first AC: 2017-11-15 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**709.**

101613B

[A>08@, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2017-11-15 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**710.**

101613C

[A\\$50!8C#8CR C <C MC#8](#)

Rating: — · first AC: 2017-11-15 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**711.**

100703G

[Game of numbers · Tutorial](#)

Rating: — · first AC: 2017-11-11 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**712.**

100703I

[Endeavor for perfection · Tutorial](#)

Rating: — · first AC: 2017-11-11 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**713.**

100703A

[Tea-drinking · Tutorial](#)

Rating: — · first AC: 2017-11-11 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**714.**

100703B

[Energy Saving · Tutorial](#)

Rating: — · first AC: 2017-11-11 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**715.**

100703M

[It's complicated · Tutorial](#)

Rating: — · first AC: 2017-11-11 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**716.**

100703L

[Many questions · Tutorial](#)

Rating: — · first AC: 2017-11-11 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

717.

101525A

[A=00\\$0CÔ8CR =C 0C\\$BCä1D4AC E](#)

Rating: — · first AC: 2017-10-08 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

718.

101525E

[B 0C65D](#)

Rating: — · first AC: 2017-10-08 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

719.

101525D

[AD20riaCä=Dö](#)

Rating: — · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[AliceG's solution](#)

720.

101525C

[A48D BCä3D 0CÄ<C](#)

Rating: — · first AC: 2017-10-08 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

721.

101525B

[B BC @C O C# @CT?CäAD\\$L](#)

Rating: — · first AC: 2017-10-08 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

722.

101536I

[A\\$5D 5C\\$:C](#)

Rating: — · first AC: 2017-10-01 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

723.

101536B

[AÄ5D B0ä 2D BD 5Dt8 C,,7CÄ5CÔ8D\\$L CÔ5C`LCtO](#)

Rating: — · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[AliceG's solution](#)

724.

101536E

[AÔ5CÔNDT0C"BCR =C HC BD`@DÀ](#)

Rating: — · first AC: 2017-10-01 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

725.

101536C

[B 1Cä2C @DÀ](#)

Rating: — · first AC: 2017-10-01 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

726.

101536D

[Supreme Commander](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-01 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

727.

101315B

[B\\$5CÔ5D>CÔ=D`5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2017-06-29 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**728.**

101315A

[AABBCC5C'L](#)

Rating: — · first AC: 2017-06-29 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**729.**

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**730.**

101291L

[Three Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**731.**

101291K

[Six Sides](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**732.**

101291E

[Contest Score](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**733.**

101291A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**734.**

101291G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**735.**

101291F

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-25 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**736.**

101306E

[Secret Passage](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**737.**

101306F

[Wifi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**738.**

101306A

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

Rating: — · first AC: 2017-06-23 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**739.**

101306D

[Translation](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**740.**

101306B

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**741.**

101306C

[Art Museum](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-23 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**742.**

101390B1

[Beaver rally](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-28 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**743.**

101390D1

[Disinsection](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-28 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**744.**

101390B2

[Beaver rally](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-28 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**745.**

101390C2

[Cardholder](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-28 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**746.**

101390C1

[Cardholder](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-28 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**747.**

100985D

[MaratonIME plays Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**748.**

100985H

[MaratonIME goes to the movies](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**749.**

100985F

[MaratonIME attends the lecture \(or not\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**750.**

100985I

[MaratonIME goes to a japanese restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**751.**

100985J

[MaratonIME goes to the japanese restaurant \(again\)](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[AliceG's solution](#)

**752.**

100985M

[MaratonIME returns home](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**753.**

100985E

[MaratonIME rides the university bus](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**754.**

100985K

[MaratonIME goes to the karaoke](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**755.**

100985L

[MaratonIME goes karting](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**756.**

100985G

[MaratonIME goes rowing](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**757.**

100985C

[MaratonUSP plays Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**758.**

100985B

[MaratonIME plays Cîrokime](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**759.**

100985A

[MaratonIME helps Pablito](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**760.**

101375K

[MaratonIME bot](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**761.**

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[AliceG's solution](#)

**762.**

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**763.**

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**764.**

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**765.**

101375H

[MaratonIME gets candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**766.**

101375G

[MaratonIME does a competition](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**767.**

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**768.**

101375F

[MaratonIME educates](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**769.**

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · MS C++ (first AC) · Tags: —

[AliceG's solution](#)

**770.**

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)

**771.**

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · Python 3 (first AC) · Tags: —

[AliceG's solution](#)