

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

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# Unique solved — AngusRitossa

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

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

Filters: none

Count: 619

1.

2062A

[String](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AngusRitossa's solution](#)

2.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AngusRitossa's solution](#)

3.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-01-21 · Python 3 (first AC) · Tags: strings

[AngusRitossa's solution](#)

4.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[AngusRitossa's solution](#)

5.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AngusRitossa's solution](#)

6.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AngusRitossa's solution](#)

7.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AngusRitossa's solution](#)

8.

1765B

[Broken Keyboard](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

9.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AngusRitossa's solution](#)

**10.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AngusRitossa's solution](#)

**11.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[AngusRitossa's solution](#)

**12.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AngusRitossa's solution](#)

**13.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AngusRitossa's solution](#)

**14.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[AngusRitossa's solution](#)

**15.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AngusRitossa's solution](#)

**16.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[AngusRitossa's solution](#)

**17.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[AngusRitossa's solution](#)

**18.**

1398B

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

Quality: 25,901 global accepts · Rating: 800 · first AC: 2020-09-16 · last AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[AngusRitossa's solution](#)

**19.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AngusRitossa's solution](#)

**20.**

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[AngusRitossa's solution](#)

**21.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[AngusRitossa's solution](#)

**22.**

1186A

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

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[AngusRitossa's solution](#)

**23.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,802 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[AngusRitossa's solution](#)

**24.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation  
[AngusRitossa's solution](#)

**25.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation  
[AngusRitossa's solution](#)

**26.**

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[AngusRitossa's solution](#)

**27.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[AngusRitossa's solution](#)

**28.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[AngusRitossa's solution](#)

**29.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[AngusRitossa's solution](#)

**30.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,311 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[AngusRitossa's solution](#)

**31.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 900 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AngusRitossa's solution](#)

**32.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[AngusRitossa's solution](#)

**33.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[AngusRitossa's solution](#)

**34.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AngusRitossa's solution](#)

**35.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[AngusRitossa's solution](#)

**36.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[AngusRitossa's solution](#)

**37.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[AngusRitossa's solution](#)

**38.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: implementation

[AngusRitossa's solution](#)

**39.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[AngusRitossa's solution](#)

**40.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AngusRitossa's solution](#)

**41.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[AngusRitossa's solution](#)

42.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[AngusRitossa's solution](#)

43.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[AngusRitossa's solution](#)

44.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[AngusRitossa's solution](#)

45.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[AngusRitossa's solution](#)

46.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[AngusRitossa's solution](#)

47.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation  
[AngusRitossa's solution](#)

48.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[AngusRitossa's solution](#)

49.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[AngusRitossa's solution](#)

50.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings  
[AngusRitossa's solution](#)

51.

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[AngusRitossa's solution](#)

52.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[AngusRitossa's solution](#)

**53.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[AngusRitossa's solution](#)

**54.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AngusRitossa's solution](#)

**55.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AngusRitossa's solution](#)

**56.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AngusRitossa's solution](#)

**57.**

2046A

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

Quality: 16,807 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AngusRitossa's solution](#)

**58.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[AngusRitossa's solution](#)

**59.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[AngusRitossa's solution](#)

**60.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AngusRitossa's solution](#)

**61.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[AngusRitossa's solution](#)

**62.**

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,112 global accepts · Rating: 1200 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: implementation

[AngusRitossa's solution](#)

**63.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[AngusRitossa's solution](#)

**64.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[AngusRitossa's solution](#)

**65.**

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[AngusRitossa's solution](#)

**66.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[AngusRitossa's solution](#)

**67.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AngusRitossa's solution](#)

**68.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AngusRitossa's solution](#)

**69.**

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[AngusRitossa's solution](#)

**70.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AngusRitossa's solution](#)

**71.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2020-09-16 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[AngusRitossa's solution](#)

**72.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AngusRitossa's solution](#)

**73.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AngusRitossa's solution](#)

**74.**

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[AngusRitossa's solution](#)

**75.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[AngusRitossa's solution](#)

**76.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AngusRitossa's solution](#)

**77.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AngusRitossa's solution](#)

**78.**

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

[AngusRitossa's solution](#)

**79.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: implementation

[AngusRitossa's solution](#)

**80.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[AngusRitossa's solution](#)

**81.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AngusRitossa's solution](#)

**82.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AngusRitossa's solution](#)

**83.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AngusRitossa's solution](#)

**84.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[AngusRitossa's solution](#)

**85.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1400 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AngusRitossa's solution](#)

**86.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AngusRitossa's solution](#)

**87.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[AngusRitossa's solution](#)

**88.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AngusRitossa's solution](#)

**89.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AngusRitossa's solution](#)

**90.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[AngusRitossa's solution](#)

**91.**

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[AngusRitossa's solution](#)

**92.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation

[AngusRitossa's solution](#)

**93.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[AngusRitossa's solution](#)

**94.**

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AngusRitossa's solution](#)

**95.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[AngusRitossa's solution](#)

**96.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[AngusRitossa's solution](#)

**97.**

1765K

[Torus Path](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**98.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AngusRitossa's solution](#)

**99.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-17 · last AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AngusRitossa's solution](#)

**100.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AngusRitossa's solution](#)

**101.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,962 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AngusRitossa's solution](#)

**102.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AngusRitossa's solution](#)

**103.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[AngusRitossa's solution](#)

**104.**

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[AngusRitossa's solution](#)

**105.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[AngusRitossa's solution](#)

**106.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory

[AngusRitossa's solution](#)

**107.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[AngusRitossa's solution](#)

**108.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[AngusRitossa's solution](#)

**109.**

2046B

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

Quality: 10,866 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[AngusRitossa's solution](#)

**110.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[AngusRitossa's solution](#)

**111.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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**112.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**113.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AngusRitossa's solution](#)

**114.**

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[AngusRitossa's solution](#)

**115.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[AngusRitossa's solution](#)

**116.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AngusRitossa's solution](#)

**117.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[AngusRitossa's solution](#)

**118.**

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[AngusRitossa's solution](#)

**119.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[AngusRitossa's solution](#)

**120.**

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[AngusRitossa's solution](#)

**121.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[AngusRitossa's solution](#)

**122.**

2018C

[Tree Pruning](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**123.**

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[AngusRitossa's solution](#)

**124.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AngusRitossa's solution](#)

**125.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[AngusRitossa's solution](#)

**126.**

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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**127.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**128.**

1765D

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**129.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[AngusRitossa's solution](#)

**130.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

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**131.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

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**132.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[AngusRitossa's solution](#)

**133.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[AngusRitossa's solution](#)

**134.**

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[AngusRitossa's solution](#)

**135.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AngusRitossa's solution](#)

**136.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,544 global accepts · Rating: 1700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AngusRitossa's solution](#)

**137.**

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AngusRitossa's solution](#)

**138.**

1254A

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Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AngusRitossa's solution](#)

**139.**

1194D

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Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**140.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

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**141.**

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

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**142.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dp, greedy

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**143.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[AngusRitossa's solution](#)

**144.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[AngusRitossa's solution](#)

**145.**

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[AngusRitossa's solution](#)

**146.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[AngusRitossa's solution](#)

**147.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[AngusRitossa's solution](#)

**148.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AngusRitossa's solution](#)

**149.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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**150.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-06-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry

[AngusRitossa's solution](#)

**151.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[AngusRitossa's solution](#)

**152.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[AngusRitossa's solution](#)

**153.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

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**154.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AngusRitossa's solution](#)

**155.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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**156.**

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

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**157.**

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

[AngusRitossa's solution](#)

**158.**

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

[AngusRitossa's solution](#)

**159.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[AngusRitossa's solution](#)

**160.**

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**161.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[AngusRitossa's solution](#)

**162.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AngusRitossa's solution](#)

**163.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-10 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**164.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[AngusRitossa's solution](#)

**165.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[AngusRitossa's solution](#)

**166.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

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**167.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[AngusRitossa's solution](#)

**168.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[AngusRitossa's solution](#)

**169.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[AngusRitossa's solution](#)

**170.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers  
[AngusRitossa's solution](#)

**171.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[AngusRitossa's solution](#)

**172.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities  
[AngusRitossa's solution](#)

**173.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[AngusRitossa's solution](#)

**174.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2020-09-23 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[AngusRitossa's solution](#)

**175.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
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**176.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[AngusRitossa's solution](#)

**177.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AngusRitossa's solution](#)

**178.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AngusRitossa's solution](#)

**179.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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**180.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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**181.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2020-10-14 · last AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[AngusRitossa's solution](#)

**182.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[AngusRitossa's solution](#)

**183.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[AngusRitossa's solution](#)

**184.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[AngusRitossa's solution](#)

**185.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[AngusRitossa's solution](#)

**186.**

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[AngusRitossa's solution](#)

**187.**

2062E1

[The Game \(Easy Version\) · Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[AngusRitossa's solution](#)

**188.**

1936B

[Pinball · Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[AngusRitossa's solution](#)

**189.**

1804D

[Accommodation · Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AngusRitossa's solution](#)

**190.**

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[AngusRitossa's solution](#)

**191.**

1764D

[Doremy's Pegging Game · Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AngusRitossa's solution](#)

**192.**

1718B

[Fibonacci Strings · Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[AngusRitossa's solution](#)

**193.**

1696E

[Placing Jinas · Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AngusRitossa's solution](#)

**194.**

1610D

[Not Quite Lee · Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AngusRitossa's solution](#)

**195.**

1588B

[Guess the Permutation · Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[AngusRitossa's solution](#)

**196.**

1566E

[Buds Re-hanging · Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AngusRitossa's solution](#)

**197.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[AngusRitossa's solution](#)

**198.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities  
[AngusRitossa's solution](#)

**199.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[AngusRitossa's solution](#)

**200.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory  
[AngusRitossa's solution](#)

**201.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dp, sortings  
[AngusRitossa's solution](#)

**202.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers  
[AngusRitossa's solution](#)

**203.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**204.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math  
[AngusRitossa's solution](#)

**205.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings  
[AngusRitossa's solution](#)

**206.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[AngusRitossa's solution](#)

**207.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[AngusRitossa's solution](#)

## 208.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[AngusRitossa's solution](#)

## 209.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[AngusRitossa's solution](#)

## 210.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[AngusRitossa's solution](#)

## 211.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[AngusRitossa's solution](#)

## 212.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2020-11-11 · last AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[AngusRitossa's solution](#)

## 213.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2020-10-28 · last AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AngusRitossa's solution](#)

## 214.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-10-14 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[AngusRitossa's solution](#)

## 215.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[AngusRitossa's solution](#)

## 216.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-11-04 · last AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[AngusRitossa's solution](#)

**217.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[AngusRitossa's solution](#)

**218.**

920E

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

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2018-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[AngusRitossa's solution](#)

**219.**

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[AngusRitossa's solution](#)

**220.**

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[AngusRitossa's solution](#)

**221.**

2018D

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

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

[AngusRitossa's solution](#)

**222.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[AngusRitossa's solution](#)

**223.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**224.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[AngusRitossa's solution](#)

**225.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[AngusRitossa's solution](#)

**226.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[AngusRitossa's solution](#)

**227.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**228.**

1765H

[Hospital Queue](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**229.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[AngusRitossa's solution](#)

**230.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AngusRitossa's solution](#)

**231.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AngusRitossa's solution](#)

**232.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-06-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[AngusRitossa's solution](#)

**233.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[AngusRitossa's solution](#)

**234.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AngusRitossa's solution](#)

**235.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[AngusRitossa's solution](#)

**236.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures,

geometry, sortings

[AngusRitossa's solution](#)

**237.**

966C

[Big Secret](#) · [Tutorial](#)

Quality: 2200 global accepts · Rating: 2300 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[AngusRitossa's solution](#)

**238.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[AngusRitossa's solution](#)

**239.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[AngusRitossa's solution](#)

**240.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[AngusRitossa's solution](#)

**241.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**242.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**243.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[AngusRitossa's solution](#)

**244.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[AngusRitossa's solution](#)

**245.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[AngusRitossa's solution](#)

**246.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[AngusRitossa's solution](#)

**247.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy  
[AngusRitossa's solution](#)

**248.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory  
[AngusRitossa's solution](#)

**249.**

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings  
[AngusRitossa's solution](#)

**250.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math  
[AngusRitossa's solution](#)

**251.**

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[AngusRitossa's solution](#)

**252.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: data structures, dsu, trees  
[AngusRitossa's solution](#)

**253.**

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings  
[AngusRitossa's solution](#)

**254.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers  
[AngusRitossa's solution](#)

**255.**

879D

[Teams Formation](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures  
[AngusRitossa's solution](#)

**256.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**257.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**258.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[AngusRitossa's solution](#)

**259.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[AngusRitossa's solution](#)

**260.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AngusRitossa's solution](#)

**261.**

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[AngusRitossa's solution](#)

**262.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[AngusRitossa's solution](#)

**263.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[AngusRitossa's solution](#)

**264.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[AngusRitossa's solution](#)

**265.**

1765L

[Project Manager](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**266.**

1765A

[Access Levels](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**267.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[AngusRitossa's solution](#)

**268.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[AngusRitossa's solution](#)

**269.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[AngusRitossa's solution](#)

**270.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AngusRitossa's solution](#)

**271.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[AngusRitossa's solution](#)

**272.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[AngusRitossa's solution](#)

**273.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[AngusRitossa's solution](#)

**274.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-16 · last AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[AngusRitossa's solution](#)

**275.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[AngusRitossa's solution](#)

**276.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[AngusRitossa's solution](#)

**277.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[AngusRitossa's solution](#)

**278.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[AngusRitossa's solution](#)

**279.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[AngusRitossa's solution](#)

**280.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AngusRitossa's solution](#)

**281.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[AngusRitossa's solution](#)

**282.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[AngusRitossa's solution](#)

**283.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[AngusRitossa's solution](#)

**284.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-10 · Python 3 (first AC) · Tags: binary search, interactive

[AngusRitossa's solution](#)

**285.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[AngusRitossa's solution](#)

**286.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[AngusRitossa's solution](#)

**287.**

1588D

[Strange LCS](#) · [Tutorial](#)

Quality: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[AngusRitossa's solution](#)

**288.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[AngusRitossa's solution](#)

**289.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AngusRitossa's solution](#)

**290.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[AngusRitossa's solution](#)

**291.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[AngusRitossa's solution](#)

**292.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[AngusRitossa's solution](#)

**293.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[AngusRitossa's solution](#)

**294.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AngusRitossa's solution](#)

**295.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**296.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[AngusRitossa's solution](#)

**297.**

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths  
[AngusRitossa's solution](#)

**298.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[AngusRitossa's solution](#)

**299.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy  
[AngusRitossa's solution](#)

**300.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[AngusRitossa's solution](#)

**301.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[AngusRitossa's solution](#)

**302.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**303.**

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths  
[AngusRitossa's solution](#)

**304.**

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**305.**

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**306.**

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**307.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**308.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**309.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**310.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**311.**

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**312.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**313.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**314.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**315.**

101239E

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

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**316.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**317.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[AngusRitossa's solution](#)

**318.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**319.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**320.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**321.**

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**322.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**323.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**324.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**325.**

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**326.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**327.**

104633E

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

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**328.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**329.**

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**330.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**331.**

101221B

[Buffered Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**332.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**333.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**334.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**335.**

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**336.**

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**337.**

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**338.**

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**339.**

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**340.**

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**341.**

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**342.**

104945H

[Break a leg!](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**343.**

104945D

[Flag performance](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**344.**

104945C

[Metro quiz](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**345.**

104945L

[Broken trophy](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**346.**

104945G

[Favourite dish](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**347.**

104945J

[Olympic goodies](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**348.**

104945B

[Supporting everyone](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**349.**

104945E

[Nicest view](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**350.**

104945I

[Throwing dice](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**351.**

104945K

[Team selection](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**352.**

104945A

[Card game](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**353.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**354.**

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**355.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**356.**

104901E

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

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**357.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**358.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**359.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**360.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**361.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**362.**

104869D

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

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**363.**

104869B

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

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**364.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**365.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**366.**

104869J

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

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**367.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**368.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**369.**

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**370.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**371.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**372.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**373.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**374.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**375.**

104686J

[Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**376.**

104686I

[Money Laundering](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**377.**

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**378.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**379.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**380.**

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**381.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**382.**

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**383.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**384.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**385.**

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**386.**

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**387.**

100357I

[No Term Repetition Exactly One Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**388.**

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**389.**

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**390.**

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**391.**

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**392.**

100357B

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

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**393.**

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**394.**

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**395.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**396.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**397.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**398.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**399.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**400.**

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**401.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**402.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**403.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**404.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**405.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**406.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**407.**

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**408.**

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**409.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**410.**

101205C

[Bus Tour](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**411.**

101205E

[Infiltration](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**412.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

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

[AngusRitossa's solution](#)

**413.**

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**414.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**415.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**416.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**417.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**418.**

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**419.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**420.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**421.**

104064F

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

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**422.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**423.**

104064G

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

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**424.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**425.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**426.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**427.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**428.**

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**429.**

100299G

[History course](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**430.**

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**431.**

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**432.**

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**433.**

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**434.**

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**435.**

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**436.**

101554H

[Pinball](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**437.**

101554I

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

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**438.**

101554K

[Cliff Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**439.**

101554B

[Boiling Vegetables](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**440.**

101554F

[Timebomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**441.**

101554J

[Dartboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**442.**

101554C

[Number Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**443.**

101554D

[Robert Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**444.**

101554G

[Erase Securely](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**445.**

101554E

[Virus Replication](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**446.**

101554A

[Planting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**447.**

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**448.**

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**449.**

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**450.**

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**451.**

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**452.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**453.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**454.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**455.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**456.**

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**457.**

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**458.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**459.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**460.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**461.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**462.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**463.**

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**464.**

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**465.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**466.**

102500J

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

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**467.**

102500D

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

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**468.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**469.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**470.**

102500F

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

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**471.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**472.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**473.**

102500E

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

Rating: — · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**474.**

100781H

[Hero Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**475.**

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**476.**

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**477.**

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**478.**

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**479.**

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**480.**

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**481.**

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**482.**

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · last AC: 2023-07-11 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**483.**

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**484.**

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**485.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**486.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**487.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**488.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**489.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**490.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**491.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · PyPy 3-64 (first AC) · Tags: —

[AngusRitossa's solution](#)

**492.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**493.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**494.**

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**495.**

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**496.**

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**497.**

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**498.**

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**499.**

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**500.**

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**501.**

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**502.**

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**503.**

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**504.**

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**505.**

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**506.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**507.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**508.**

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**509.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**510.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**511.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**512.**

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**513.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**514.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**515.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**516.**

101490A

[Airport Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**517.**

101490F

[Endless Turning](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**518.**

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**519.**

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**520.**

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**521.**

101490J

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

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**522.**

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**523.**

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**524.**

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**525.**

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**526.**

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**527.**

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**528.**

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**529.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**530.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**531.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**532.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**533.**

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**534.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**535.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**536.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**537.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**538.**

104128A

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

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**539.**

104128M

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

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**540.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**541.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**542.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**543.**

104128I

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

Rating: — · first AC: 2023-05-07 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**544.**

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**545.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**546.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**547.**

101623G

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

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**548.**

101623K

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

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**549.**

101623D

[Dunghish](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**550.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**551.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**552.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**553.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**554.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**555.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**556.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**557.**

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**558.**

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**559.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**560.**

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**561.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**562.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**563.**

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · Python 3 (first AC) · Tags: —

[AngusRitossa's solution](#)

**564.**

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**565.**

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**566.**

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**567.**

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**568.**

101174K

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

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**569.**

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**570.**

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**571.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**572.**

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AngusRitossa's solution](#)

**573.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**574.**

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**575.**

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**576.**

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**577.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**578.**

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**579.**

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**580.**

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**581.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**582.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**583.**

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**584.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**585.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**586.**

101512D

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

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**587.**

101512F

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

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**588.**

101512A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**589.**

101512C

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

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**590.**

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**591.**

101512I

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

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**592.**

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**593.**

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**594.**

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**595.**

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

**596.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AngusRitossa's solution](#)

**597.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[AngusRitossa's solution](#)

**598.**

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[AngusRitossa's solution](#)

**599.**

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[AngusRitossa's solution](#)

**600.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[AngusRitossa's solution](#)

**601.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AngusRitossa's solution](#)

**602.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AngusRitossa's solution](#)

**603.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AngusRitossa's solution](#)

**604.**

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

### 605.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

### 606.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

### 607.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

### 608.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

### 609.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[AngusRitossa's solution](#)

### 610.

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[AngusRitossa's solution](#)

### 611.

1357B1

["Is the bit string balanced?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[AngusRitossa's solution](#)

### 612.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[AngusRitossa's solution](#)

### 613.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[AngusRitossa's solution](#)

### 614.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[AngusRitossa's solution](#)

### 615.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, math

[AngusRitossa's solution](#)

**616.**

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dp, trees

[AngusRitossa's solution](#)

**617.**

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, dp, meet-in-the-middle

[AngusRitossa's solution](#)

**618.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[AngusRitossa's solution](#)

**619.**

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special

[AngusRitossa's solution](#)