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Unique solved — Apsara

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

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

Filters: none

Count: 338

1.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: [constructive algorithms](#), [sortings](#)

[Apsara's solution](#)

2.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: [dp](#), [math](#)

[Apsara's solution](#)

3.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: [math](#)

[Apsara's solution](#)

4.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: [greedy](#)

[Apsara's solution](#)

5.

1473A

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

Quality: 37,430 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#), [math](#), [sortings](#)

[Apsara's solution](#)

6.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · last AC: 2020-12-25 · GNU C++11 (first AC) · Tags: [greedy](#)

[Apsara's solution](#)

7.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: [implementation](#), [math](#)

[Apsara's solution](#)

8.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: [greedy](#), [math](#)

[Apsara's solution](#)

9.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: [games](#), [greedy](#), [sortings](#)

[Apsara's solution](#)

10.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[Apsara's solution](#)

11.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,878 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Apsara's solution](#)

12.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Apsara's solution](#)

13.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,802 global accepts · Rating: 800 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: math

[Apsara's solution](#)

14.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: math

[Apsara's solution](#)

15.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Apsara's solution](#)

16.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Apsara's solution](#)

17.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

[Apsara's solution](#)

18.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Apsara's solution](#)

19.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Apsara's solution](#)

20.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[Apsara's solution](#)

21.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Apsara's solution](#)

22.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[Apsara's solution](#)

23.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[Apsara's solution](#)

24.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[Apsara's solution](#)

25.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: math

[Apsara's solution](#)

26.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Apsara's solution](#)

27.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Apsara's solution](#)

28.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Apsara's solution](#)

29.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Apsara's solution](#)

30.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[Apsara's solution](#)

31.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: implementation

[Apsara's solution](#)

32.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: math, number theory

[Apsara's solution](#)

33.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[Apsara's solution](#)

34.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Apsara's solution](#)

35.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[Apsara's solution](#)

36.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Apsara's solution](#)

37.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Apsara's solution](#)

38.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Apsara's solution](#)

39.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Apsara's solution](#)

40.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[Apsara's solution](#)

41.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[Apsara's solution](#)

- 42.**
1304B
[Longest Palindrome](#) · [Tutorial](#)
Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[Apsara's solution](#)
- 43.**
1288B
[Yet Another Meme Problem](#) · [Tutorial](#)
Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-14 · MS C++ (first AC) · Tags: math
[Apsara's solution](#)
- 44.**
1288A
[Deadline](#) · [Tutorial](#)
Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · MS C++ (first AC) · Tags: binary search, brute force, math, ternary search
[Apsara's solution](#)
- 45.**
1263A
[Sweet Problem](#) · [Tutorial](#)
Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · MS C++ (first AC) · Tags: math
[Apsara's solution](#)
- 46.**
1485B
[Replace and Keep Sorted](#) · [Tutorial](#)
Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[Apsara's solution](#)
- 47.**
1392C
[Omkar and Waterslide](#) · [Tutorial](#)
Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[Apsara's solution](#)
- 48.**
1375B
[Neighbor Grid](#) · [Tutorial](#)
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Apsara's solution](#)
- 49.**
1355A
[Sequence with Digits](#) · [Tutorial](#)
Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[Apsara's solution](#)
- 50.**
1355B
[Young Explorers](#) · [Tutorial](#)
Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[Apsara's solution](#)
- 51.**
1305B
[Kuroni and Simple Strings](#) · [Tutorial](#)
Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[Apsara's solution](#)
- 52.**
1245B
[Restricted RPS](#) · [Tutorial](#)
Quality: 14,531 global accepts · Rating: 1200 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Apsara's solution](#)

53.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: greedy, sortings

[Apsara's solution](#)

54.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Apsara's solution](#)

55.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Apsara's solution](#)

56.

1470A

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

Quality: 29,389 global accepts · Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Apsara's solution](#)

57.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Apsara's solution](#)

58.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Apsara's solution](#)

59.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Apsara's solution](#)

60.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,957 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[Apsara's solution](#)

61.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Apsara's solution](#)

62.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Apsara's solution](#)

63.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[Apsara's solution](#)

64.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: implementation, two pointers

[Apsara's solution](#)

65.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Apsara's solution](#)

66.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,467 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Apsara's solution](#)

67.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Apsara's solution](#)

68.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Apsara's solution](#)

69.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Apsara's solution](#)

70.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[Apsara's solution](#)

71.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: greedy, strings

[Apsara's solution](#)

72.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dp

[Apsara's solution](#)

73.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · MS C++ (first AC) · Tags: data structures, dsu, implementation

[Apsara's solution](#)

74.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · MS C++ (first AC) · Tags: dp, greedy

[Apsara's solution](#)

75.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · MS C++ (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Apsara's solution](#)

76.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · MS C++ (first AC) · Tags: greedy, implementation

[Apsara's solution](#)

77.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Apsara's solution](#)

78.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[Apsara's solution](#)

79.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings

[Apsara's solution](#)

80.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Apsara's solution](#)

81.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Apsara's solution](#)

82.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Apsara's solution](#)

83.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Apsara's solution](#)

84.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[Apsara's solution](#)

85.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[Apsara's solution](#)

86.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Apsara's solution](#)

87.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math

[Apsara's solution](#)

88.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[Apsara's solution](#)

89.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[Apsara's solution](#)

90.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Apsara's solution](#)

91.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[Apsara's solution](#)

92.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Apsara's solution](#)

93.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[Apsara's solution](#)

94.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Apsara's solution](#)

95.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-01-26 · MS C++ (first AC) · Tags: constructive algorithms, math, number theory
[Apsara's solution](#)

96.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · MS C++ (first AC) · Tags: greedy, implementation
[Apsara's solution](#)

97.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs
[Apsara's solution](#)

98.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp
[Apsara's solution](#)

99.

414A

[Mashmikh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[Apsara's solution](#)

100.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation
[Apsara's solution](#)

101.

357C

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

Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures
[Apsara's solution](#)

102.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers
[Apsara's solution](#)

103.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[Apsara's solution](#)

104.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[Apsara's solution](#)

105.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Apsara's solution](#)

106.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[Apsara's solution](#)

107.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Apsara's solution](#)

108.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,611 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Apsara's solution](#)

109.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Apsara's solution](#)

110.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Apsara's solution](#)

111.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[Apsara's solution](#)

112.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Apsara's solution](#)

113.

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[Apsara's solution](#)

114.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Apsara's solution](#)

115.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Apsara's solution](#)

116.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Apsara's solution](#)

117.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[Apsara's solution](#)

118.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · MS C++ (first AC) · Tags: combinatorics, dp

[Apsara's solution](#)

119.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math

[Apsara's solution](#)

120.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation

[Apsara's solution](#)

121.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: implementation, math

[Apsara's solution](#)

122.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,053 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar

[Apsara's solution](#)

123.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: data structures, dp, implementation, sortings

[Apsara's solution](#)

124.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[Apsara's solution](#)

125.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[Apsara's solution](#)

126.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[Apsara's solution](#)

127.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[Apsara's solution](#)

128.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Apsara's solution](#)

129.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[Apsara's solution](#)

130.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Apsara's solution](#)

131.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Apsara's solution](#)

132.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: geometry, hashing, number theory

[Apsara's solution](#)

133.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Apsara's solution](#)

134.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[Apsara's solution](#)

135.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Apsara's solution](#)

136.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Apsara's solution](#)

137.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[Apsara's solution](#)

138.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Apsara's solution](#)

139.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[Apsara's solution](#)

140.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Apsara's solution](#)

141.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Apsara's solution](#)

142.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Apsara's solution](#)

143.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[Apsara's solution](#)

144.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · MS C++ (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Apsara's solution](#)

145.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · MS C++ (first AC) · Tags: implementation, math

[Apsara's solution](#)

146.

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[Apsara's solution](#)

147.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Apsara's solution](#)

148.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Apsara's solution](#)

149.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, strings

[Apsara's solution](#)

150.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Apsara's solution](#)

151.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Apsara's solution](#)

152.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Apsara's solution](#)

153.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[Apsara's solution](#)

154.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[Apsara's solution](#)

155.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[Apsara's solution](#)

156.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[Apsara's solution](#)

157.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Apsara's solution](#)

158.

1326D2

[Prefix-Suffix Palindrome \(Hard version\) · Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Apsara's solution](#)

159.

1304D

[Shortest and Longest LIS · Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Apsara's solution](#)

160.

1299B

[Aerodynamic · Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[Apsara's solution](#)

161.

1295D

[Same GCDs · Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[Apsara's solution](#)

162.

1225D

[Power Products · Tutorial](#)

Quality: 10,043 global accepts · Rating: 1800 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: hashing, math, number theory

[Apsara's solution](#)

163.

1280B

[Beingawesomeism · Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · MS C++ (first AC) · Tags: implementation, math

[Apsara's solution](#)

164.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Apsara's solution](#)

165.

434A

[Ryouko's Memory Note · Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: math, sortings

[Apsara's solution](#)

166.

336C

[Vasily the Bear and Sequence · Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[Apsara's solution](#)

167.

1483B

[Playlist · Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Apsara's solution](#)

168.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Apsara's solution](#)

169.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[Apsara's solution](#)

170.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[Apsara's solution](#)

171.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees
[Apsara's solution](#)

172.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[Apsara's solution](#)

173.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings
[Apsara's solution](#)

174.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[Apsara's solution](#)

175.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[Apsara's solution](#)

176.

1245D

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

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
[Apsara's solution](#)

177.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[Apsara's solution](#)

178.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[Apsara's solution](#)

179.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[Apsara's solution](#)

180.

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings
[Apsara's solution](#)

181.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp
[Apsara's solution](#)

182.

357D

[Xenia and Hamming](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: number theory
[Apsara's solution](#)

183.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,347 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Apsara's solution](#)

184.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Apsara's solution](#)

185.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[Apsara's solution](#)

186.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[Apsara's solution](#)

187.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[Apsara's solution](#)

188.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Apsara's solution](#)

189.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Apsara's solution](#)

190.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures

[Apsara's solution](#)

191.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · MS C++ (first AC) · Tags: binary search, bitmasks, dp

[Apsara's solution](#)

192.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Apsara's solution](#)

193.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Apsara's solution](#)

194.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[Apsara's solution](#)

195.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[Apsara's solution](#)

196.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Apsara's solution](#)

197.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Apsara's solution](#)

198.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[Apsara's solution](#)

199.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Apsara's solution](#)

200.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Apsara's solution](#)

201.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Apsara's solution](#)

202.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Apsara's solution](#)

203.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Apsara's solution](#)

204.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Apsara's solution](#)

205.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-30 · MS C++ (first AC) · Tags: data structures, implementation

[Apsara's solution](#)

206.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Apsara's solution](#)

207.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Apsara's solution](#)

208.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer

[Apsara's solution](#)

209.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math

[Apsara's solution](#)

210.

357E

[Compartments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: —

[Apsara's solution](#)

211.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Apsara's solution](#)

212.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Apsara's solution](#)

213.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Apsara's solution](#)

214.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Apsara's solution](#)

215.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Apsara's solution](#)

216.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Apsara's solution](#)

217.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: math, number theory

[Apsara's solution](#)

218.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Apsara's solution](#)

219.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dp, strings

[Apsara's solution](#)

220.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Apsara's solution](#)

221.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Apsara's solution](#)

222.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: binary search, dp

[Apsara's solution](#)

223.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: data structures, implementation

[Apsara's solution](#)

224.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees

[Apsara's solution](#)

225.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[Apsara's solution](#)

226.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation

[Apsara's solution](#)

227.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Apsara's solution](#)

228.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Apsara's solution](#)

229.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Apsara's solution](#)

230.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dp

[Apsara's solution](#)

231.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Apsara's solution](#)

232.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Apsara's solution](#)

233.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-01-27 · last AC: 2020-01-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Apsara's solution](#)

234.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dp, probabilities, shortest paths

[Apsara's solution](#)

235.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Apsara's solution](#)

236.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · MS C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Apsara's solution](#)

237.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Apsara's solution](#)

238.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: brute force, number theory

[Apsara's solution](#)

239.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Apsara's solution](#)

240.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Apsara's solution](#)

241.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[Apsara's solution](#)

242.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[Apsara's solution](#)

243.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Apsara's solution](#)

244.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Apsara's solution](#)

245.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Apsara's solution](#)

246.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Apsara's solution](#)

247.

1264C

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

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

[Apsara's solution](#)

248.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · MS C++ (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Apsara's solution](#)

249.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[Apsara's solution](#)

250.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[Apsara's solution](#)

251.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-27 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[Apsara's solution](#)

252.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Apsara's solution](#)

253.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Apsara's solution](#)

254.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Apsara's solution](#)

255.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[Apsara's solution](#)

256.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Apsara's solution](#)

257.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Apsara's solution](#)

258.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[Apsara's solution](#)

259.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · MS C++ (first AC) · Tags: dp, greedy, trees

[Apsara's solution](#)

260.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-30 · last AC: 2018-03-30 · Java 8 (first AC) · Tags: combinatorics, dp

[Apsara's solution](#)

261.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Apsara's solution](#)

262.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[Apsara's solution](#)

263.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[Apsara's solution](#)

264.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[Apsara's solution](#)

265.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Apsara's solution](#)

266.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Apsara's solution](#)

267.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Apsara's solution](#)

268.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · last AC: 2021-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Apsara's solution](#)

269.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[Apsara's solution](#)

270.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Apsara's solution](#)

271.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-11 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[Apsara's solution](#)

272.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Apsara's solution](#)

273.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[Apsara's solution](#)

274.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Apsara's solution](#)

275.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Apsara's solution](#)

276.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-14 · MS C++ (first AC) · Tags: constructive algorithms, flows

[Apsara's solution](#)

277.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Apsara's solution](#)

278.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

279.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

280.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

281.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

282.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

283.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

284.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

285.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

286.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

287.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

288.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

289.

103102I

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

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

290.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

291.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

292.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

293.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Apsara's solution](#)

294.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

295.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

296.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

297.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

298.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

299.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

300.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

301.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

302.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Apsara's solution](#)

303.

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

304.

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

305.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

306.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

307.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

308.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

309.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

310.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

311.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

312.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

313.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

314.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

315.

102569C

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

Rating: — · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

316.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

317.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: —

[Apsara's solution](#)

318.

102436D

[Subset ``AND''](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

319.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · last AC: 2019-11-22 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

320.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

321.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

322.

102190I

[Tutorial](#)

Rating: — · first AC: 2019-11-15 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

323.

102190B

[Tutorial](#)

Rating: — · first AC: 2019-11-15 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

324.

102190L

[Tutorial](#)

Rating: — · first AC: 2019-11-15 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

325.

102190H

[Tutorial](#)

Rating: — · first AC: 2019-11-15 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

326.

102190F

[Tutorial](#)

Rating: — · first AC: 2019-11-15 · MS C++ (first AC) · Tags: —

[Apsara's solution](#)

327.

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