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Unique solved — ArSarapkin

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

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Count: 374

1.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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2.

2147A

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3.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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4.

2122A

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Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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5.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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6.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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7.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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8.

2057A

[MEX Table](#) · [Tutorial](#)

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9.

2053A

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10.

2034A

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11.

1493A

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12.

2039A

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Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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13.

112A

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14.

2029A

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15.

2002A

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16.

1994A

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18.

1941A

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19.

1929A

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20.

1933B

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21.

1933A

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22.

1923A

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23.

1928A

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24.

1919B

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25.

1919A

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26.

1913A

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27.

1870A

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28.

1864A

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29.

1844A

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30.

1847A

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Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
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- 31.**
1845A
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Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
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- 32.**
1842A
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Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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- 33.**
1838A
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1832A
[New Palindrome](#) · [Tutorial](#)
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1825A
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- 36.**
1807A
[Plus or Minus](#) · [Tutorial](#)
Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-19 · last AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1810B
[Candies](#) · [Tutorial](#)
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1810A
[Beautiful Sequence](#) · [Tutorial](#)
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1798A
[Showstopper](#) · [Tutorial](#)
Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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1807C
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- 41.**
1807B
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42.

1804A

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43.

1778A

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

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44.

1780A

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45.

1792A

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46.

1782A

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47.

1783A

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48.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ArSarapkin's solution](#)

49.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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50.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ArSarapkin's solution](#)

51.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ArSarapkin's solution](#)

52.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

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53.

1708A

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Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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54.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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55.

1703C

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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56.

1703B

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Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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57.

1703A

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Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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58.

1702B

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Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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59.

1702A

[Round Down the Price](#) · [Tutorial](#)

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60.

1583A

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61.

1542A

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Quality: 51,634 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

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62.

1272A

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Quality: 22,073 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

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63.

1941C

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64.

1848A

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Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[ArSarapkin's solution](#)

65.

1845B

[Come Together](#) · [Tutorial](#)

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66.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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67.

1705B

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68.

2147B

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Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ArSarapkin's solution](#)

69.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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70.

2034B

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71.

2039B

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72.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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73.

1A

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74.

2002B

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Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
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75.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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76.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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77.

1941B

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78.

1927C

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Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-03-11 · Java 21 (first AC) · Tags: brute force, greedy, math
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79.

1913B

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80.

1844B

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Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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81.

1847B

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Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers
[ArSarapkin's solution](#)

82.

1825B

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

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

83.

1798B

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Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
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84.

1804B

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Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
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85.

1782B

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Quality: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

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86.

1721B

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Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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87.

1715B

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Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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88.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ArSarapkin's solution](#)

89.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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90.

2096B

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Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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91.

2029B

[Replacement](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

92.

1994B

[Fun Game](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

93.

1923B

[Monsters Attack!](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

94.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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95.

1842B

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

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

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96.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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97.

1827A

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Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

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98.

1832B

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Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

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99.

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[ArSarapkin's solution](#)

100.

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[ArSarapkin's solution](#)

101.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ArSarapkin's solution](#)

102.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ArSarapkin's solution](#)

103.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ArSarapkin's solution](#)

104.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ArSarapkin's solution](#)

105.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ArSarapkin's solution](#)

106.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[ArSarapkin's solution](#)

107.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ArSarapkin's solution](#)

108.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[ArSarapkin's solution](#)

109.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: *special, greedy, two pointers

[ArSarapkin's solution](#)

110.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ArSarapkin's solution](#)

111.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ArSarapkin's solution](#)

112.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[ArSarapkin's solution](#)

113.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ArSarapkin's solution](#)

114.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · Java 21 (first AC) · Tags: dfs and similar, dp, implementation

[ArSarapkin's solution](#)

115.

1928B

[Equalize](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

116.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[ArSarapkin's solution](#)

117.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[ArSarapkin's solution](#)

118.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ArSarapkin's solution](#)

119.

103719A

[Stone Age Problem](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

120.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ArSarapkin's solution](#)

121.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ArSarapkin's solution](#)

122.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[ArSarapkin's solution](#)

123.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ArSarapkin's solution](#)

124.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ArSarapkin's solution](#)

125.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ArSarapkin's solution](#)

126.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[ArSarapkin's solution](#)

127.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ArSarapkin's solution](#)

128.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ArSarapkin's solution](#)

129.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ArSarapkin's solution](#)

130.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[ArSarapkin's solution](#)

131.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ArSarapkin's solution](#)

132.

1810C

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

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

[ArSarapkin's solution](#)

133.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[ArSarapkin's solution](#)

134.

1778B

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

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

[ArSarapkin's solution](#)

135.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ArSarapkin's solution](#)

136.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[ArSarapkin's solution](#)

137.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ArSarapkin's solution](#)

138.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[ArSarapkin's solution](#)

139.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[ArSarapkin's solution](#)

140.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[ArSarapkin's solution](#)

141.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,454 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ArSarapkin's solution](#)

142.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ArSarapkin's solution](#)

143.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ArSarapkin's solution](#)

144.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ArSarapkin's solution](#)

145.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[ArSarapkin's solution](#)

146.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ArSarapkin's solution](#)

147.

1825C

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

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

[ArSarapkin's solution](#)

148.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ArSarapkin's solution](#)

149.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[ArSarapkin's solution](#)

150.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[ArSarapkin's solution](#)

151.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ArSarapkin's solution](#)

152.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ArSarapkin's solution](#)

153.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · last AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[ArSarapkin's solution](#)

154.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ArSarapkin's solution](#)

155.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,565 global accepts · Rating: 1500 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[ArSarapkin's solution](#)

156.

1842C

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

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

[ArSarapkin's solution](#)

157.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ArSarapkin's solution](#)

158.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[ArSarapkin's solution](#)

159.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[ArSarapkin's solution](#)

160.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ArSarapkin's solution](#)

161.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ArSarapkin's solution](#)

162.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ArSarapkin's solution](#)

163.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu

[ArSarapkin's solution](#)

164.

1994C

[Hungry Games](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

165.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-21 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math

[ArSarapkin's solution](#)

166.

1941E

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

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · Java 21 (first AC) · Tags: binary search, data structures, dp, two pointers

[ArSarapkin's solution](#)

167.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[ArSarapkin's solution](#)

168.

1798D

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

Quality: 14,077 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ArSarapkin's solution](#)

169.

1778C

[Flexible String](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

170.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[ArSarapkin's solution](#)

171.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ArSarapkin's solution](#)

172.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[ArSarapkin's solution](#)

173.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ArSarapkin's solution](#)

174.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ArSarapkin's solution](#)

175.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[ArSarapkin's solution](#)

176.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ArSarapkin's solution](#)

177.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[ArSarapkin's solution](#)

178.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ArSarapkin's solution](#)

179.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[ArSarapkin's solution](#)

180.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ArSarapkin's solution](#)

181.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ArSarapkin's solution](#)

182.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[ArSarapkin's solution](#)

183.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[ArSarapkin's solution](#)

184.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-21 · Java 21 (first AC) · Tags: brute force, greedy, implementation, sortings

[ArSarapkin's solution](#)

185.

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

[ArSarapkin's solution](#)

186.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ArSarapkin's solution](#)

187.

1810D

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

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

[ArSarapkin's solution](#)

188.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ArSarapkin's solution](#)

189.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[ArSarapkin's solution](#)

190.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[ArSarapkin's solution](#)

191.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[ArSarapkin's solution](#)

192.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[ArSarapkin's solution](#)

193.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[ArSarapkin's solution](#)

194.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[ArSarapkin's solution](#)

195.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[ArSarapkin's solution](#)

196.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ArSarapkin's solution](#)

197.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[ArSarapkin's solution](#)

198.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ArSarapkin's solution](#)

199.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[ArSarapkin's solution](#)

200.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[ArSarapkin's solution](#)

201.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ArSarapkin's solution](#)

202.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ArSarapkin's solution](#)

203.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ArSarapkin's solution](#)

204.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-21 · Java 21 (first AC) · Tags: dp, games, greedy, math, schedules

[ArSarapkin's solution](#)

205.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · Java 21 (first AC) · Tags: binary search, greedy, sortings, two pointers

[ArSarapkin's solution](#)

206.

1923D

[Slimes](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

207.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ArSarapkin's solution](#)

208.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ArSarapkin's solution](#)

209.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[ArSarapkin's solution](#)

210.

1825D1

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

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

[ArSarapkin's solution](#)

211.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[ArSarapkin's solution](#)

212.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ArSarapkin's solution](#)

213.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[ArSarapkin's solution](#)

214.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ArSarapkin's solution](#)

215.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[ArSarapkin's solution](#)

216.

2029D

[Cool Graph](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

217.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[ArSarapkin's solution](#)

218.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ArSarapkin's solution](#)

219.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ArSarapkin's solution](#)

220.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ArSarapkin's solution](#)

221.

1970G1

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

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[ArSarapkin's solution](#)

222.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[ArSarapkin's solution](#)

223.

1928D

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

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

[ArSarapkin's solution](#)

224.

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[ArSarapkin's solution](#)

225.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ArSarapkin's solution](#)

226.

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

[ArSarapkin's solution](#)

227.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ArSarapkin's solution](#)

228.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[ArSarapkin's solution](#)

229.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[ArSarapkin's solution](#)

230.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ArSarapkin's solution](#)

231.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ArSarapkin's solution](#)

232.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[ArSarapkin's solution](#)

233.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ArSarapkin's solution](#)

234.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ArSarapkin's solution](#)

235.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ArSarapkin's solution](#)

236.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ArSarapkin's solution](#)

237.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 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

[ArSarapkin's solution](#)

238.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ArSarapkin's solution](#)

239.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[ArSarapkin's solution](#)

240.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ArSarapkin's solution](#)

241.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, math

[ArSarapkin's solution](#)

242.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[ArSarapkin's solution](#)

243.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ArSarapkin's solution](#)

244.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ArSarapkin's solution](#)

245.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ArSarapkin's solution](#)

246.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ArSarapkin's solution](#)

247.

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[ArSarapkin's solution](#)

248.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[ArSarapkin's solution](#)

249.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ArSarapkin's solution](#)

250.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ArSarapkin's solution](#)

251.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-12-26 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ArSarapkin's solution](#)

252.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[ArSarapkin's solution](#)

253.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ArSarapkin's solution](#)

254.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ArSarapkin's solution](#)

255.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[ArSarapkin's solution](#)

256.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[ArSarapkin's solution](#)

257.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[ArSarapkin's solution](#)

258.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ArSarapkin's solution](#)

259.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[ArSarapkin's solution](#)

260.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[ArSarapkin's solution](#)

261.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[ArSarapkin's solution](#)

262.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ArSarapkin's solution](#)

263.

1970G2

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

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ArSarapkin's solution](#)

264.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[ArSarapkin's solution](#)

265.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[ArSarapkin's solution](#)

266.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[ArSarapkin's solution](#)

267.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-10-03 · last AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[ArSarapkin's solution](#)

268.

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

269.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ArSarapkin's solution](#)

270.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ArSarapkin's solution](#)

271.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ArSarapkin's solution](#)

272.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ArSarapkin's solution](#)

273.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ArSarapkin's solution](#)

274.

1239C

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

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[ArSarapkin's solution](#)

275.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ArSarapkin's solution](#)

276.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[ArSarapkin's solution](#)

277.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[ArSarapkin's solution](#)

278.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ArSarapkin's solution](#)

279.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[ArSarapkin's solution](#)

280.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ArSarapkin's solution](#)

281.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ArSarapkin's solution](#)

282.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[ArSarapkin's solution](#)

283.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ArSarapkin's solution](#)

284.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ArSarapkin's solution](#)

285.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ArSarapkin's solution](#)

286.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[ArSarapkin's solution](#)

287.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ArSarapkin's solution](#)

288.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[ArSarapkin's solution](#)

289.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ArSarapkin's solution](#)

290.

1970G3

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

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[ArSarapkin's solution](#)

291.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[ArSarapkin's solution](#)

292.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[ArSarapkin's solution](#)

293.

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

[ArSarapkin's solution](#)

294.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ArSarapkin's solution](#)

295.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[ArSarapkin's solution](#)

296.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[ArSarapkin's solution](#)

297.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ArSarapkin's solution](#)

298.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[ArSarapkin's solution](#)

299.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[ArSarapkin's solution](#)

300.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry
[ArSarapkin's solution](#)

301.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[ArSarapkin's solution](#)

302.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[ArSarapkin's solution](#)

303.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[ArSarapkin's solution](#)

304.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[ArSarapkin's solution](#)

305.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[ArSarapkin's solution](#)

306.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[ArSarapkin's solution](#)

307.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: —
[ArSarapkin's solution](#)

308.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

309.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

310.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

311.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

312.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

313.

106189L

[Bitwise operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

314.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

315.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

316.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

317.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

318.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

319.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

320.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

321.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

322.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

323.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

324.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

325.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

326.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

327.

105677D

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

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

328.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

329.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

330.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

331.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

332.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[ArSarapkin's solution](#)

333.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[ArSarapkin's solution](#)

334.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[ArSarapkin's solution](#)

335.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[ArSarapkin's solution](#)

336.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[ArSarapkin's solution](#)

337.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

338.

101505I

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

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

339.

100114E

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

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

340.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

341.

101016D

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

342.

105017E

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

343.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

344.

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

345.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

346.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

347.

100889A

[A Beautiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

348.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

349.

104784M2

[Beer Mugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

350.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

351.

101177G

[Graphics Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

352.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

353.

101212F

[Batman and Robin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ArSarapkin's solution](#)

354.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

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

[ArSarapkin's solution](#)

355.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

356.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

357.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

358.

2012C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: *special, brute force, greedy, math

[ArSarapkin's solution](#)

359.

2012B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: *special, strings

[ArSarapkin's solution](#)

360.

2012A

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

Rating: — · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: *special, implementation, sortings

[ArSarapkin's solution](#)

361.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

362.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

363.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

364.

104094K

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

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

365.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

366.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

367.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

368.

104094A

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

Rating: — · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

369.

103719C

[AÄ5DT>C\\$KCR ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

370.

103719F

[AÄÜD\\$;D4;DÄB-Cô@C,,2CTB!](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

371.

103719L

[AvtoBus](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[ArSarapkin's solution](#)

372.

1024806

[Aö;C=0,,@Cä2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

373.

1024805

[AÄÜC=AC,,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)

374.

103325B

[Aö;C=0 D'9 Dt5D 2DöGCä:](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ArSarapkin's solution](#)