

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

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# Unique solved — Billlly

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

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

Filters: none

Count: 374

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,504 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Billlly's solution](#)

2.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,752 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Billlly's solution](#)

3.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[Billlly's solution](#)

4.

2211A

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

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Billlly's solution](#)

5.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,503 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[Billlly's solution](#)

6.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,167 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Billlly's solution](#)

7.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Billlly's solution](#)

8.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Billlly's solution](#)

9.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**10.**

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,926 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Billlly's solution](#)

**11.**

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,475 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Billlly's solution](#)

**12.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,548 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Billlly's solution](#)

**13.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Billlly's solution](#)

**14.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Billlly's solution](#)

**15.**

2189A

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

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Billlly's solution](#)

**16.**

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Billlly's solution](#)

**17.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,450 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Billlly's solution](#)

**18.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Billlly's solution](#)

**19.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,746 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Billlly's solution](#)

**20.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory  
[Billilly's solution](#)

**21.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[Billilly's solution](#)

**22.**

2176A

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

Quality: 29,084 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[Billilly's solution](#)

**23.**

2173A

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

Quality: 23,788 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Billilly's solution](#)

**24.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[Billilly's solution](#)

**25.**

1719B

[Mathematical Circus](#) · [Tutorial](#)

Quality: 19,168 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[Billilly's solution](#)

**26.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[Billilly's solution](#)

**27.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings  
[Billilly's solution](#)

**28.**

2153B

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

Quality: 22,594 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy  
[Billilly's solution](#)

**29.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Billilly's solution](#)

**30.**

2152A

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

Quality: 22,321 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Billilly's solution](#)

**31.**

2151A

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

Quality: 17,963 global accepts · Rating: 800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Billlly's solution](#)

**32.**

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Billlly's solution](#)

**33.**

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,646 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Billlly's solution](#)

**34.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,058 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Billlly's solution](#)

**35.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,447 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Billlly's solution](#)

**36.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Billlly's solution](#)

**37.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Billlly's solution](#)

**38.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Billlly's solution](#)

**39.**

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Billlly's solution](#)

**40.**

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,875 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**41.**

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,707 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Billlly's solution](#)

**42.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,109 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Billlly's solution](#)

**43.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Billlly's solution](#)

**44.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Billlly's solution](#)

**45.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Billlly's solution](#)

**46.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Billlly's solution](#)

**47.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,499 global accepts · Rating: 800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Billlly's solution](#)

**48.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,291 global accepts · Rating: 800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Billlly's solution](#)

**49.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Billlly's solution](#)

**50.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,057 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Billlly's solution](#)

**51.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Billilly's solution](#)

**52.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Billilly's solution](#)

**53.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,217 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Billilly's solution](#)

**54.**

2110A

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

Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Billilly's solution](#)

**55.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Billilly's solution](#)

**56.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Billilly's solution](#)

**57.**

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Billilly's solution](#)

**58.**

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Billilly's solution](#)

**59.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,156 global accepts · Rating: 800 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Billilly's solution](#)

**60.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,312 global accepts · Rating: 800 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Billilly's solution](#)

**61.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Billilly's solution](#)

**62.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Billlly's solution](#)

**63.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Billlly's solution](#)

**64.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,696 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Billlly's solution](#)

**65.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Billlly's solution](#)

**66.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Billlly's solution](#)

**67.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Billlly's solution](#)

**68.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Billlly's solution](#)

**69.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**70.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Billlly's solution](#)

**71.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,349 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Billlly's solution](#)

**72.**

2132B

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

Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**73.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,506 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Billlly's solution](#)

**74.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Billlly's solution](#)

**75.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Billlly's solution](#)

**76.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Billlly's solution](#)

**77.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Billlly's solution](#)

**78.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Billlly's solution](#)

**79.**

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Billlly's solution](#)

**80.**

2192B

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

Quality: 14,562 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Billlly's solution](#)

**81.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Billlly's solution](#)

**82.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Billlly's solution](#)

**83.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Billlly's solution](#)

**84.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings  
[Billlly's solution](#)

**85.**

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[Billlly's solution](#)

**86.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[Billlly's solution](#)

**87.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Billlly's solution](#)

**88.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Billlly's solution](#)

**89.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures  
[Billlly's solution](#)

**90.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[Billlly's solution](#)

**91.**

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[Billlly's solution](#)

**92.**

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[Billlly's solution](#)

**93.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[Billlly's solution](#)

**94.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Billilly's solution](#)

**95.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,664 global accepts · Rating: 1100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Billilly's solution](#)

**96.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,922 global accepts · Rating: 1100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[Billilly's solution](#)

**97.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[Billilly's solution](#)

**98.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Billilly's solution](#)

**99.**

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[Billilly's solution](#)

**100.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Billilly's solution](#)

**101.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[Billilly's solution](#)

**102.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Billilly's solution](#)

**103.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Billilly's solution](#)

**104.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math  
[Billilly's solution](#)

**105.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Billlly's solution](#)

**106.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Billlly's solution](#)

**107.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Billlly's solution](#)

**108.**

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Billlly's solution](#)

**109.**

2196A

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

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Billlly's solution](#)

**110.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Billlly's solution](#)

**111.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**112.**

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Billlly's solution](#)

**113.**

2189B

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

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Billlly's solution](#)

**114.**

2182C

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

Quality: 15,527 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Billlly's solution](#)

**115.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Billlly's solution](#)

**116.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Billlly's solution](#)

**117.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Billlly's solution](#)

**118.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Billlly's solution](#)

**119.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Billlly's solution](#)

**120.**

2123D

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

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Billlly's solution](#)

**121.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,753 global accepts · Rating: 1200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Billlly's solution](#)

**122.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Billlly's solution](#)

**123.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Billlly's solution](#)

**124.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Billlly's solution](#)

**125.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Billlly's solution](#)

**126.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Billlly's solution](#)

**127.**

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Billlly's solution](#)

**128.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Billlly's solution](#)

**129.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Billlly's solution](#)

**130.**

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2026-02-01 · last AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Billlly's solution](#)

**131.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Billlly's solution](#)

**132.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**133.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**134.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2026-02-10 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[Billlly's solution](#)

**135.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,187 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Billlly's solution](#)

**136.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Billlly's solution](#)

**137.**

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Billlly's solution](#)

**138.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Billlly's solution](#)

**139.**

2152B

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

Quality: 12,859 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Billlly's solution](#)

**140.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Billlly's solution](#)

**141.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Billlly's solution](#)

**142.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[Billlly's solution](#)

**143.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Billlly's solution](#)

**144.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Billlly's solution](#)

**145.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,215 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Billilly's solution](#)

**146.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Billilly's solution](#)

**147.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Billilly's solution](#)

**148.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Billilly's solution](#)

**149.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Billilly's solution](#)

**150.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Billilly's solution](#)

**151.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Billilly's solution](#)

**152.**

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, expression parsing, math

[Billilly's solution](#)

**153.**

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Billilly's solution](#)

**154.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Billilly's solution](#)

**155.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Billilly's solution](#)

**156.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Billlly's solution](#)

**157.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Billlly's solution](#)

**158.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Billlly's solution](#)

**159.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,128 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Billlly's solution](#)

**160.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[Billlly's solution](#)

**161.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,026 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Billlly's solution](#)

**162.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Billlly's solution](#)

**163.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,993 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Billlly's solution](#)

**164.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Billlly's solution](#)

**165.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Billlly's solution](#)

**166.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Billilly's solution](#)

**167.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[Billilly's solution](#)

**168.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Billilly's solution](#)

**169.**

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Billilly's solution](#)

**170.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[Billilly's solution](#)

**171.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Billilly's solution](#)

**172.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Billilly's solution](#)

**173.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,560 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Billilly's solution](#)

**174.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Billilly's solution](#)

**175.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Billilly's solution](#)

**176.**

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Billilly's solution](#)

**177.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Billilly's solution](#)

**178.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Billilly's solution](#)

**179.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Billilly's solution](#)

**180.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Billilly's solution](#)

**181.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, graphs

[Billilly's solution](#)

**182.**

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Billilly's solution](#)

**183.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Billilly's solution](#)

**184.**

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[Billilly's solution](#)

**185.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Billilly's solution](#)

**186.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Billlly's solution](#)

**187.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Billlly's solution](#)

**188.**

2196B

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

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Billlly's solution](#)

**189.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Billlly's solution](#)

**190.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,381 global accepts · Rating: 1600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Billlly's solution](#)

**191.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Billlly's solution](#)

**192.**

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2025-06-02 · last AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Billlly's solution](#)

**193.**

2182D

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

Quality: 8,955 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Billlly's solution](#)

**194.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Billlly's solution](#)

**195.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Billlly's solution](#)

**196.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Billlly's solution](#)

**197.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Billlly's solution](#)

**198.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Billlly's solution](#)

**199.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[Billlly's solution](#)

**200.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Billlly's solution](#)

**201.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Billlly's solution](#)

**202.**

139C

[Literature Lesson](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Billlly's solution](#)

**203.**

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Billlly's solution](#)

**204.**

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Billlly's solution](#)

**205.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Billlly's solution](#)

**206.**

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Billilly's solution](#)

**207.**

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Billilly's solution](#)

**208.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Billilly's solution](#)

**209.**

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Billilly's solution](#)

**210.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Billilly's solution](#)

**211.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Billilly's solution](#)

**212.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Billilly's solution](#)

**213.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Billilly's solution](#)

**214.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Billilly's solution](#)

**215.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Billilly's solution](#)

**216.**

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Billilly's solution](#)

**217.**

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Billilly's solution](#)

**218.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Billilly's solution](#)

**219.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Billilly's solution](#)

**220.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Billilly's solution](#)

**221.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,115 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Billilly's solution](#)

**222.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Billilly's solution](#)

**223.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Billilly's solution](#)

**224.**

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Billilly's solution](#)

**225.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1700 · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Billilly's solution](#)

**226.**

2218G

[The 67th Iteration of "Counting is Fun" · Tutorial](#)

Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[Billlly's solution](#)

**227.**

2211C2

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

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy  
[Billlly's solution](#)

**228.**

691C

[Exponential notation · Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings  
[Billlly's solution](#)

**229.**

1010C

[Border · Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory  
[Billlly's solution](#)

**230.**

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
[Billlly's solution](#)

**231.**

630M

[Turn · Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math  
[Billlly's solution](#)

**232.**

612D

[The Union of k-Segments · Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2026-02-01 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Billlly's solution](#)

**233.**

600C

[Make Palindrome · Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings  
[Billlly's solution](#)

**234.**

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[Billlly's solution](#)

**235.**

2182E

[New Year's Gifts · Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[Billlly's solution](#)

**236.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Billlly's solution](#)

**237.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Billlly's solution](#)

**238.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Billlly's solution](#)

**239.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Billlly's solution](#)

**240.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Billlly's solution](#)

**241.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[Billlly's solution](#)

**242.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 1800 · first AC: 2025-05-01 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation

[Billlly's solution](#)

**243.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Billlly's solution](#)

**244.**

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Billlly's solution](#)

**245.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Billlly's solution](#)

**246.**

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Billilly's solution](#)

**247.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Billilly's solution](#)

**248.**

2173D

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Billilly's solution](#)

**249.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Billilly's solution](#)

**250.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · last AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Billilly's solution](#)

**251.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Billilly's solution](#)

**252.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Billilly's solution](#)

**253.**

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[Billilly's solution](#)

**254.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[Billilly's solution](#)

**255.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Billilly's solution](#)

**256.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Billilly's solution](#)

**257.**

1245D

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

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Billilly's solution](#)

**258.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Billilly's solution](#)

**259.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Billilly's solution](#)

**260.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Billilly's solution](#)

**261.**

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Billilly's solution](#)

**262.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Billilly's solution](#)

**263.**

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2026-01-25 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Billilly's solution](#)

**264.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2026-01-24 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Billilly's solution](#)

**265.**

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Billlly's solution](#)

**266.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2025-12-27 · last AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Billlly's solution](#)

**267.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Billlly's solution](#)

**268.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Billlly's solution](#)

**269.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Billlly's solution](#)

**270.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Billlly's solution](#)

**271.**

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2025-07-13 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Billlly's solution](#)

**272.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Billlly's solution](#)

**273.**

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Billlly's solution](#)

**274.**

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Billlly's solution](#)

**275.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Billilly's solution](#)

**276.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Billilly's solution](#)

**277.**

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Billilly's solution](#)

**278.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2026-01-31 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[Billilly's solution](#)

**279.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Billilly's solution](#)

**280.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Billilly's solution](#)

**281.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Billilly's solution](#)

**282.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Billilly's solution](#)

**283.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Billilly's solution](#)

**284.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Billilly's solution](#)

**285.**

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Billilly's solution](#)

**286.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Billilly's solution](#)

**287.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, two pointers

[Billilly's solution](#)

**288.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[Billilly's solution](#)

**289.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Billilly's solution](#)

**290.**

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Billilly's solution](#)

**291.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Billilly's solution](#)

**292.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Billilly's solution](#)

**293.**

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Billilly's solution](#)

**294.**

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings

[Billilly's solution](#)

**295.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[Billilly's solution](#)

**296.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[Billilly's solution](#)

**297.**

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Billilly's solution](#)

**298.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2026-02-12 · last AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Billilly's solution](#)

**299.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Billilly's solution](#)

**300.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[Billilly's solution](#)

**301.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Billilly's solution](#)

**302.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Billilly's solution](#)

**303.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Billilly's solution](#)

**304.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Billilly's solution](#)

**305.**

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Billilly's solution](#)

**306.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Billilly's solution](#)

**307.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Billilly's solution](#)

**308.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Billilly's solution](#)

**309.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Billilly's solution](#)

**310.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Billilly's solution](#)

**311.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Billilly's solution](#)

**312.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2026-03-14 · last AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Billilly's solution](#)

**313.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2026-02-12 · last AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Billilly's solution](#)

**314.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Billilly's solution](#)

**315.**

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Billilly's solution](#)

**316.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Billilly's solution](#)

**317.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Billilly's solution](#)

**318.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Billilly's solution](#)

**319.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Billilly's solution](#)

**320.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Billilly's solution](#)

**321.**

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Billilly's solution](#)

**322.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Billilly's solution](#)

**323.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Billilly's solution](#)

**324.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Billilly's solution](#)

**325.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Billilly's solution](#)

**326.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Billilly's solution](#)

**327.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2026-02-12 · last AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Billilly's solution](#)

**328.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Billilly's solution](#)

**329.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices

[Billilly's solution](#)

**330.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings, trees

[Billilly's solution](#)

**331.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Billilly's solution](#)

**332.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Billilly's solution](#)

**333.**

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, meet-in-the-middle

[Billilly's solution](#)

**334.**

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Billilly's solution](#)

**335.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**336.**

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**337.**

undefined174

[Walls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**338.**

undefined179

[Brackets light](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · last AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**339.**

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**340.**

undefined149

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**341.**

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**342.**

undefined120

[Arhipelago](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**343.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**344.**

104020C

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

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**345.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[Billilly's solution](#)

**346.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[Billilly's solution](#)

**347.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, shortest paths

[Billilly's solution](#)

**348.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive

[Billilly's solution](#)

**349.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[Billilly's solution](#)

**350.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**351.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**352.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**353.**

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**354.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**355.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**356.**

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**357.**

100633B

[Disperses parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**358.**

101365F

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**359.**

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**360.**

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**361.**

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**362.**

100503B

[Kakuro](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · Java 21 (first AC) · Tags: —

[Billilly's solution](#)

**363.**

100645A

[Arithmetically Challenged](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Billilly's solution](#)

**364.**

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Billilly's solution](#)

**365.**

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Billilly's solution](#)

**366.**

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, fft, math

[Billilly's solution](#)

**367.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-06-11 · Haskell (first AC) · Tags: \*special, geometry

[Billlly's solution](#)

**368.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, brute force

[Billlly's solution](#)

**369.**

100204H

[Oil Deal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Billlly's solution](#)

**370.**

100204E

[Strange Limit](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Billlly's solution](#)

**371.**

100204C

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

Rating: — · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Billlly's solution](#)

**372.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, geometry

[Billlly's solution](#)

**373.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,002 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, games, interactive

[Billlly's solution](#)

**374.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, string suffix structures

[Billlly's solution](#)