

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

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# Unique solved — CN Amuzi

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

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

Filters: none

Count: 667

1.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[CN Amuzi's solution](#)

2.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-22 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [implementation](#), [strings](#)  
[CN Amuzi's solution](#)

3.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#)  
[CN Amuzi's solution](#)

4.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,387 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: [math](#)  
[CN Amuzi's solution](#)

5.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [math](#)  
[CN Amuzi's solution](#)

6.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: [combinatorics](#), [math](#)  
[CN Amuzi's solution](#)

7.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,480 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)  
[CN Amuzi's solution](#)

8.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: [data structures](#), [greedy](#), [implementation](#), [math](#)  
[CN Amuzi's solution](#)

9.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [math](#)  
[CN Amuzi's solution](#)

**10.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,068 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[CN\\_Amuzi's solution](#)

**11.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[CN\\_Amuzi's solution](#)

**12.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[CN\\_Amuzi's solution](#)

**13.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[CN\\_Amuzi's solution](#)

**14.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
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**15.**

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[CN\\_Amuzi's solution](#)

**16.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
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**17.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[CN\\_Amuzi's solution](#)

**18.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[CN\\_Amuzi's solution](#)

**19.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings  
[CN\\_Amuzi's solution](#)

**20.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[CN\\_Amuzi's solution](#)

**21.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CN\\_Amuzi's solution](#)

**22.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[CN\\_Amuzi's solution](#)

**23.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[CN\\_Amuzi's solution](#)

**24.**

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[CN\\_Amuzi's solution](#)

**25.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**26.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[CN\\_Amuzi's solution](#)

**27.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[CN\\_Amuzi's solution](#)

**28.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**29.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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**30.**

1589A

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

Rating: 800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[CN\\_Amuzi's solution](#)

**31.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[CN\\_Amuzi's solution](#)

**32.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[CN\\_Amuzi's solution](#)

**33.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[CN\\_Amuzi's solution](#)

**34.**

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[CN\\_Amuzi's solution](#)

**35.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CN\\_Amuzi's solution](#)

**36.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[CN\\_Amuzi's solution](#)

**37.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

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**38.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,568 global accepts · Rating: 800 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**39.**

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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**40.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**41.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

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**42.**

1538B

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Quality: 33,539 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**43.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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**44.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**45.**

1484A

[Prison Break](#) · [Tutorial](#)

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**46.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[CN\\_Amuzi's solution](#)

**47.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,908 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

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**48.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[CN\\_Amuzi's solution](#)

**49.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[CN\\_Amuzi's solution](#)

**50.**

1519B

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

Quality: 33,400 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[CN\\_Amuzi's solution](#)

**51.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[CN\\_Amuzi's solution](#)

**52.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**53.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CN\\_Amuzi's solution](#)

**54.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**55.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**56.**

1399B

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Quality: 46,814 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**57.**

1426A

[Floor Number](#) · [Tutorial](#)

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**58.**

1144A

[Diverse Strings](#) · [Tutorial](#)

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**59.**

1462B

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**60.**

1462A

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

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**61.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CN\\_Amuzi's solution](#)

**62.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CN\\_Amuzi's solution](#)

**63.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[CN\\_Amuzi's solution](#)

**64.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[CN\\_Amuzi's solution](#)

**65.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[CN\\_Amuzi's solution](#)

**66.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[CN\\_Amuzi's solution](#)

**67.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[CN\\_Amuzi's solution](#)

**68.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[CN\\_Amuzi's solution](#)

**69.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[CN\\_Amuzi's solution](#)

**70.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**71.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[CN\\_Amuzi's solution](#)

**72.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CN\\_Amuzi's solution](#)

**73.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[CN\\_Amuzi's solution](#)

**74.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[CN\\_Amuzi's solution](#)

**75.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[CN\\_Amuzi's solution](#)

**76.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings  
[CN\\_Amuzi's solution](#)

**77.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[CN\\_Amuzi's solution](#)

**78.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[CN\\_Amuzi's solution](#)

**79.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[CN\\_Amuzi's solution](#)

**80.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[CN\\_Amuzi's solution](#)

**81.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[CN\\_Amuzi's solution](#)

**82.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[CN\\_Amuzi's solution](#)

**83.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[CN\\_Amuzi's solution](#)

**84.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,324 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
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**85.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[CN\\_Amuzi's solution](#)

**86.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[CN\\_Amuzi's solution](#)

**87.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[CN\\_Amuzi's solution](#)

**88.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math  
[CN\\_Amuzi's solution](#)

**89.**

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[CN\\_Amuzi's solution](#)

**90.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[CN\\_Amuzi's solution](#)

**91.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,074 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory  
[CN\\_Amuzi's solution](#)

**92.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[CN\\_Amuzi's solution](#)

**93.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[CN\\_Amuzi's solution](#)

**94.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[CN\\_Amuzi's solution](#)

- 95.**  
1144C  
[Two Shuffled Sequences](#) · [Tutorial](#)  
Quality: 16,365 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[CN\\_Amuzi's solution](#)
- 96.**  
1256A  
[Payment Without Change](#) · [Tutorial](#)  
Quality: 32,435 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[CN\\_Amuzi's solution](#)
- 97.**  
1850E  
[Cardboard for Pictures](#) · [Tutorial](#)  
Quality: 35,012 global accepts · Rating: 1100 · first AC: 2025-04-10 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, implementation, math  
[CN\\_Amuzi's solution](#)
- 98.**  
1923B  
[Monsters Attack!](#) · [Tutorial](#)  
Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[CN\\_Amuzi's solution](#)
- 99.**  
1821B  
[Sort the Subarray](#) · [Tutorial](#)  
Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[CN\\_Amuzi's solution](#)
- 100.**  
1712C  
[Sort Zero](#) · [Tutorial](#)  
Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · last AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[CN\\_Amuzi's solution](#)
- 101.**  
1739B  
[Array Recovery](#) · [Tutorial](#)  
Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[CN\\_Amuzi's solution](#)
- 102.**  
1685A  
[Circular Local MiniMax](#) · [Tutorial](#)  
Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[CN\\_Amuzi's solution](#)
- 103.**  
1670B  
[Dorms War](#) · [Tutorial](#)  
Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[CN\\_Amuzi's solution](#)
- 104.**  
1574B  
[Combinatorics Homework](#) · [Tutorial](#)  
Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[CN\\_Amuzi's solution](#)
- 105.**  
1529B  
[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[CN\\_Amuzi's solution](#)

**106.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[CN\\_Amuzi's solution](#)

**107.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[CN\\_Amuzi's solution](#)

**108.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[CN\\_Amuzi's solution](#)

**109.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[CN\\_Amuzi's solution](#)

**110.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[CN\\_Amuzi's solution](#)

**111.**

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 1200 · first AC: 2022-08-11 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[CN\\_Amuzi's solution](#)

**112.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[CN\\_Amuzi's solution](#)

**113.**

1679B

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

Quality: 27,441 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CN\\_Amuzi's solution](#)

**114.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[CN\\_Amuzi's solution](#)

**115.**

1586B

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

Rating: 1200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[CN\\_Amuzi's solution](#)

**116.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[CN\\_Amuzi's solution](#)

**117.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[CN\\_Amuzi's solution](#)

**118.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[CN\\_Amuzi's solution](#)

**119.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[CN\\_Amuzi's solution](#)

**120.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[CN\\_Amuzi's solution](#)

**121.**

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[CN\\_Amuzi's solution](#)

**122.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[CN\\_Amuzi's solution](#)

**123.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[CN\\_Amuzi's solution](#)

**124.**

1514B

[AND 0. Sum Big](#) · [Tutorial](#)

Quality: 34,948 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[CN\\_Amuzi's solution](#)

**125.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[CN\\_Amuzi's solution](#)

**126.**

1399C

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

Quality: 32,657 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers  
[CN\\_Amuzi's solution](#)

**127.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[CN\\_Amuzi's solution](#)

**128.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings  
[CN\\_Amuzi's solution](#)

**129.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[CN\\_Amuzi's solution](#)

**130.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[CN\\_Amuzi's solution](#)

**131.**

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,098 global accepts · Rating: 1300 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[CN\\_Amuzi's solution](#)

**132.**

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[CN\\_Amuzi's solution](#)

**133.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[CN\\_Amuzi's solution](#)

**134.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[CN\\_Amuzi's solution](#)

**135.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[CN\\_Amuzi's solution](#)

**136.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[CN\\_Amuzi's solution](#)

**137.**

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[CN\\_Amuzi's solution](#)

**138.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[CN\\_Amuzi's solution](#)

**139.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[CN\\_Amuzi's solution](#)

**140.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[CN\\_Amuzi's solution](#)

**141.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CN\\_Amuzi's solution](#)

**142.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[CN\\_Amuzi's solution](#)

**143.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[CN\\_Amuzi's solution](#)

**144.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[CN\\_Amuzi's solution](#)

**145.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[CN\\_Amuzi's solution](#)

**146.**

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[CN\\_Amuzi's solution](#)

**147.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CN\\_Amuzi's solution](#)

**148.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[CN\\_Amuzi's solution](#)

**149.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[CN\\_Amuzi's solution](#)

**150.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[CN\\_Amuzi's solution](#)

**151.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[CN\\_Amuzi's solution](#)

**152.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[CN\\_Amuzi's solution](#)

**153.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[CN\\_Amuzi's solution](#)

**154.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[CN\\_Amuzi's solution](#)

**155.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[CN\\_Amuzi's solution](#)

**156.**

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[CN\\_Amuzi's solution](#)

**157.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[CN\\_Amuzi's solution](#)

**158.**

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[CN\\_Amuzi's solution](#)

**159.**

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[CN\\_Amuzi's solution](#)

**160.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[CN\\_Amuzi's solution](#)

**161.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[CN\\_Amuzi's solution](#)

**162.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[CN\\_Amuzi's solution](#)

**163.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[CN\\_Amuzi's solution](#)

**164.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[CN\\_Amuzi's solution](#)

**165.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[CN\\_Amuzi's solution](#)

**166.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[CN\\_Amuzi's solution](#)

**167.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[CN\\_Amuzi's solution](#)

**168.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,381 global accepts · Rating: 1500 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[CN\\_Amuzi's solution](#)

**169.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[CN\\_Amuzi's solution](#)

**170.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[CN\\_Amuzi's solution](#)

**171.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[CN\\_Amuzi's solution](#)

**172.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[CN\\_Amuzi's solution](#)

**173.**

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[CN\\_Amuzi's solution](#)

**174.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[CN\\_Amuzi's solution](#)

**175.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[CN\\_Amuzi's solution](#)

**176.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[CN\\_Amuzi's solution](#)

**177.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[CN\\_Amuzi's solution](#)

**178.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[CN\\_Amuzi's solution](#)

**179.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[CN\\_Amuzi's solution](#)

**180.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[CN\\_Amuzi's solution](#)

**181.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[CN\\_Amuzi's solution](#)

**182.**

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[CN\\_Amuzi's solution](#)

**183.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[CN\\_Amuzi's solution](#)

**184.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[CN\\_Amuzi's solution](#)

**185.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[CN\\_Amuzi's solution](#)

**186.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[CN\\_Amuzi's solution](#)

**187.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[CN\\_Amuzi's solution](#)

**188.**

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math  
[CN\\_Amuzi's solution](#)

**189.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math  
[CN\\_Amuzi's solution](#)

**190.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[CN\\_Amuzi's solution](#)

**191.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[CN\\_Amuzi's solution](#)

**192.**

1586C

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

Rating: 1700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers  
[CN\\_Amuzi's solution](#)

**193.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[CN\\_Amuzi's solution](#)

**194.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[CN\\_Amuzi's solution](#)

**195.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices  
[CN\\_Amuzi's solution](#)

**196.**

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
[CN\\_Amuzi's solution](#)

**197.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[CN\\_Amuzi's solution](#)

**198.**

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[CN\\_Amuzi's solution](#)

**199.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[CN\\_Amuzi's solution](#)

**200.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[CN\\_Amuzi's solution](#)

**201.**

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[CN\\_Amuzi's solution](#)

**202.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[CN\\_Amuzi's solution](#)

**203.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[CN\\_Amuzi's solution](#)

**204.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[CN\\_Amuzi's solution](#)

**205.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[CN\\_Amuzi's solution](#)

**206.**

471D

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

Quality: 10,278 global accepts · Rating: 1800 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[CN\\_Amuzi's solution](#)

**207.**

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[CN\\_Amuzi's solution](#)

**208.**

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[CN\\_Amuzi's solution](#)

**209.**

1586D

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

Rating: 1800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[CN\\_Amuzi's solution](#)

**210.**

1620C

[BA-String · Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[CN\\_Amuzi's solution](#)

**211.**

1617D1

[Too Many Impostors \(easy version\) · Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[CN\\_Amuzi's solution](#)

**212.**

1582F1

[Korney Korneevich and XOR \(easy version\) · Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[CN\\_Amuzi's solution](#)

**213.**

1549D

[Integers Have Friends · Tutorial](#)

Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[CN\\_Amuzi's solution](#)

**214.**

1426E

[Rock, Paper, Scissors · Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[CN\\_Amuzi's solution](#)

**215.**

1066D

[Boxes Packing · Tutorial](#)

Quality: 5,946 global accepts · Rating: 1800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[CN\\_Amuzi's solution](#)

**216.**

1866C

[Completely Searching for Inversions · Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[CN\\_Amuzi's solution](#)

**217.**

1823D

[Unique Palindromes · Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[CN\\_Amuzi's solution](#)

**218.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[CN\\_Amuzi's solution](#)

**219.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[CN\\_Amuzi's solution](#)

**220.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[CN\\_Amuzi's solution](#)

**221.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[CN\\_Amuzi's solution](#)

**222.**

1679D

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

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[CN\\_Amuzi's solution](#)

**223.**

1677C

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

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

[CN\\_Amuzi's solution](#)

**224.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[CN\\_Amuzi's solution](#)

**225.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[CN\\_Amuzi's solution](#)

**226.**

1245D

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

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[CN\\_Amuzi's solution](#)

**227.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[CN\\_Amuzi's solution](#)

**228.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[CN\\_Amuzi's solution](#)

**229.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[CN\\_Amuzi's solution](#)

**230.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[CN\\_Amuzi's solution](#)

**231.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[CN\\_Amuzi's solution](#)

**232.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[CN\\_Amuzi's solution](#)

**233.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[CN\\_Amuzi's solution](#)

**234.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[CN\\_Amuzi's solution](#)

**235.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[CN\\_Amuzi's solution](#)

**236.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[CN\\_Amuzi's solution](#)

**237.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[CN\\_Amuzi's solution](#)

**238.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[CN\\_Amuzi's solution](#)

**239.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[CN\\_Amuzi's solution](#)

**240.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[CN\\_Amuzi's solution](#)

**241.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[CN\\_Amuzi's solution](#)

**242.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[CN\\_Amuzi's solution](#)

**243.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[CN\\_Amuzi's solution](#)

**244.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[CN\\_Amuzi's solution](#)

**245.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[CN\\_Amuzi's solution](#)

**246.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[CN\\_Amuzi's solution](#)

**247.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[CN\\_Amuzi's solution](#)

**248.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[CN\\_Amuzi's solution](#)

**249.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[CN\\_Amuzi's solution](#)

**250.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[CN\\_Amuzi's solution](#)

**251.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[CN\\_Amuzi's solution](#)

**252.**

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[CN\\_Amuzi's solution](#)

**253.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[CN\\_Amuzi's solution](#)

**254.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[CN\\_Amuzi's solution](#)

**255.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[CN\\_Amuzi's solution](#)

**256.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[CN\\_Amuzi's solution](#)

**257.**

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[CN\\_Amuzi's solution](#)

**258.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[CN\\_Amuzi's solution](#)

**259.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[CN\\_Amuzi's solution](#)

**260.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[CN\\_Amuzi's solution](#)

**261.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[CN\\_Amuzi's solution](#)

**262.**

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[CN\\_Amuzi's solution](#)

**263.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[CN\\_Amuzi's solution](#)

**264.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[CN\\_Amuzi's solution](#)

**265.**

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp

[CN\\_Amuzi's solution](#)

**266.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[CN\\_Amuzi's solution](#)

**267.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[CN\\_Amuzi's solution](#)

**268.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[CN\\_Amuzi's solution](#)

**269.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CN\\_Amuzi's solution](#)

**270.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[CN\\_Amuzi's solution](#)

**271.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[CN\\_Amuzi's solution](#)

**272.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[CN\\_Amuzi's solution](#)

**273.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[CN\\_Amuzi's solution](#)

**274.**

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[CN\\_Amuzi's solution](#)

**275.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[CN\\_Amuzi's solution](#)

**276.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[CN\\_Amuzi's solution](#)

**277.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[CN\\_Amuzi's solution](#)

**278.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math  
[CN\\_Amuzi's solution](#)

**279.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees  
[CN\\_Amuzi's solution](#)

**280.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers  
[CN\\_Amuzi's solution](#)

**281.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees  
[CN\\_Amuzi's solution](#)

**282.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation  
[CN\\_Amuzi's solution](#)

**283.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[CN\\_Amuzi's solution](#)

**284.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[CN\\_Amuzi's solution](#)

**285.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[CN\\_Amuzi's solution](#)

**286.**

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**287.**

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**288.**

103055D

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

Rating: — · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**289.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**290.**

104008C

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

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**291.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**292.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**293.**

104869D

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

Rating: — · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**294.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**295.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**296.**

104869J

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

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**297.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**298.**

104015K

[Staircases](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**299.**

104015H

[Colored Balls](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**300.**

104015G

[Training Session](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**301.**

104015F

[Coconuts](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**302.**

104015J

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

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

[CN\\_Amuzi's solution](#)

**303.**

104015I

[Tree Painting](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**304.**

104015D

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

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

[CN\\_Amuzi's solution](#)

**305.**

104015C

[Groups](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**306.**

104015B

[Computer Game](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**307.**

104015E

[Delete Two Elements](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**308.**

104015A

[Candies](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**309.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**310.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**311.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**312.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**313.**

104369F

[Traveling in Cells](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**314.**

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**315.**

104369K

[Peg Solitaire](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**316.**

104369B

[Base Station Construction](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**317.**

104369D

[New Houses](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**318.**

104369I

[Path Planning](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**319.**

104369C

[Trading](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**320.**

104369A

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

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

[CN\\_Amuzi's solution](#)

**321.**

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**322.**

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**323.**

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**324.**

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**325.**

104396K

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

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**326.**

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**327.**

104396J

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

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**328.**

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**329.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**330.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**331.**

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**332.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**333.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**334.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**335.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**336.**

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**337.**

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**338.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**339.**

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**340.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**341.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**342.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**343.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**344.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**345.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**346.**

104363H

[KingZ](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**347.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · last AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**348.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**349.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · last AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**350.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**351.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**352.**

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**353.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**354.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**355.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · PyPy 3 (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**356.**

102055G

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

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**357.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**358.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · last AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**359.**

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**360.**

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**361.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**362.**

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**363.**

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**364.**

102511E

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

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**365.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**366.**

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**367.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**368.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**369.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**370.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**371.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**372.**

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**373.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**374.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**375.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**376.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**377.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**378.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**379.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · last AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**380.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**381.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**382.**

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**383.**

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**384.**

104196G

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

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**385.**

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**386.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**387.**

104172L

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

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**388.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**389.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**390.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**391.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**392.**

104147G

[You're Milky](#) · [Tutorial](#)

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**393.**

104147I

[Wigz](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**394.**

104147H

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**395.**

104147D

[Do and Tak Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**396.**

104147F

[Nesr El Sieve](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · last AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**397.**

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**398.**

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**399.**

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**400.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**401.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**402.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**403.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**404.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**405.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**406.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**407.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**408.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**409.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**410.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**411.**

104081A

[Qierjia](#)

Rating: — · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**412.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**413.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**414.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**415.**

104064G

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

Rating: — · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**416.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**417.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**418.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**419.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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**420.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**421.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**422.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**423.**

104059D

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

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**424.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**425.**

104059A

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

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**426.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**427.**

104059C

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

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**428.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**429.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**430.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

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

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**431.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**432.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**433.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**434.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**435.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**436.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**437.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**438.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**439.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**440.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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**441.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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**442.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**443.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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**444.**

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**445.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**446.**

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**447.**

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**448.**

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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**449.**

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**450.**

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**451.**

103098J

[Joyful Numbers](#) · [Tutorial](#)

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**452.**

102889J

[b1S+01R](#)

Rating: — · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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**453.**

102889I

[Poison AND^OR Affection](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**454.**

102889F

[woafnrætns N Tcctep](#)

Rating: — · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**455.**

102889E

[••OSrANq](#)

Rating: — · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**456.**

102889H

[\[•SinnR e/•ÛS](#)

Rating: — · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**457.**

102889D

[h Ntörjal](#)

Rating: — · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**458.**

102889B

[VymëäSi](#)

Rating: — · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**459.**

102889C

[Nltōsra\[P](#)

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[CN\\_Amuzi's solution](#)

**460.**

102889A

[g•Jvã0Sb](#)

Rating: — · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**461.**

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**462.**

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**463.**

103486L

[Suzuran Loves String](#) · [Tutorial](#)

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**464.**

103486K

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Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**465.**

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**466.**

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**467.**

103486B

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

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**468.**

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**469.**

103741B

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

Rating: — · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**470.**

103741H

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

Rating: — · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**471.**

103741M

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**472.**

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**473.**

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**474.**

103828M

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**475.**

103828E

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[CN\\_Amuzi's solution](#)

**476.**

103828J

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[CN\\_Amuzi's solution](#)

**477.**

103640K

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**478.**

103637I

[Items in boxes · Tutorial](#)

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[CN\\_Amuzi's solution](#)

**479.**

103637L

[Long integer · Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**480.**

103637B

[BSUIR Open X · Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**481.**

103708F

[Froginald the frog · Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**482.**

103708D

[Different Pass a Ports · Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**483.**

103708E

[Erudite of words · Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**484.**

103708J

[Jeffrey's ambition · Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**485.**

103708H

[Hog Fencing · Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**486.**

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**487.**

103708I

[Isabel's Divisions](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**488.**

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**489.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · last AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**490.**

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**491.**

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**492.**

103743L

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

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**493.**

103743K

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

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**494.**

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**495.**

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**496.**

103729J

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

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**497.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**498.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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**499.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**500.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**501.**

103729B

[Potion\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**502.**

103821M

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

Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**503.**

103821K

[Movie Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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**504.**

103821D

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Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**505.**

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**506.**

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**507.**

103821L

[ResliPhobia](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**508.**

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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**509.**

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**510.**

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**511.**

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**512.**

100935G

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**513.**

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**514.**

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · last AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**515.**

101666M

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

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**516.**

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**517.**

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**518.**

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**519.**

101666A

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

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**520.**

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**521.**

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**522.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**523.**

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**524.**

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**525.**

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**526.**

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**527.**

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**528.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**529.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**530.**

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**531.**

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**532.**

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**533.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**534.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**535.**

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**536.**

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**537.**

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**538.**

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**539.**

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**540.**

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**541.**

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**542.**

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**543.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**544.**

103447B

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

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**545.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**546.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**547.**

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**548.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**549.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**550.**

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**551.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**552.**

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**553.**

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**554.**

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**555.**

102253L

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

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**556.**

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**557.**

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**558.**

103414H

[Octopus Game](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**559.**

103414K

[Work or Sleep!](#) · [Tutorial](#)

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

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**560.**

103414I

[Third Group Exam](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**561.**

103414D

[Army of Clones](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**562.**

103414B

[Guess the Array](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**563.**

103414J

[Computational ethnography](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**564.**

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**565.**

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**566.**

103372C

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

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**567.**

103372G

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**568.**

103372F

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**569.**

103372I

[Cities Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**570.**

103372K

[Organizing Beads](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**571.**

103372A

[Histogram Sequence 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**572.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**573.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**574.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**575.**

103409A

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Rating: — · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**576.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**577.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**578.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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**579.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**580.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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**581.**

103115I

[chino with mates](#) · [Tutorial](#)

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

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**582.**

103115E

[is the order a rabbit ??](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**583.**

103115G

[cocktail with snake](#) · [Tutorial](#)

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

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**584.**

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**585.**

103115J

[do NOT a=2b](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**586.**

103115K

[chino with c language](#) · [Tutorial](#)

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

[CN\\_Amuzi's solution](#)

**587.**

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · PyPy 3 (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**588.**

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**589.**

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**590.**

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**591.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**592.**

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**593.**

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**594.**

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**595.**

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**596.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**597.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**598.**

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**599.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**600.**

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**601.**

103158C

[Topology vs Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**602.**

103158K

[Helping Eagle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**603.**

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**604.**

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[CN\\_Amuzi's solution](#)

**605.**

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**606.**

101808H

[Shahhoud the Chief Judge](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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**607.**

101808E

[Floods](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**608.**

101808G

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**609.**

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

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**610.**

101808I

[Ildar Yalalov](#) · [Tutorial](#)

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**611.**

101808J

[Saeed and Folan](#) · [Tutorial](#)

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**612.**

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**613.**

101808F

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Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**614.**

101808A

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Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**615.**

103274E

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Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[CN\\_Amuzi's solution](#)

**616.**

103274G

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**617.**

103274K

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**618.**

103274C

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**619.**

103306K

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**620.**

103306B

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**621.**

103306J

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**622.**

103306E

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**623.**

103306G

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**624.**

103306D

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103306C

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**626.**

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**627.**

101667E

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**631.**

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**632.**

101667C

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**633.**

101667D

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**634.**

103069K

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**635.**

103069F

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**636.**

103069L

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**637.**

103202I

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**638.**

103202F

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**639.**

103202G

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**640.**

102361J

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**644.**

102361D

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**645.**

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**646.**

103117C

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**647.**

102623B

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**651.**

102770I

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**652.**

102770K

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**653.**

103107E

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**654.**

103107G

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**655.**

103107H

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**656.**

103107A

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**657.**

103107K

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**658.**

103107F

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**659.**

103107D

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**660.**

103107J

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**661.**

100030E

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**667.**

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