

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

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# Unique solved — Clownpiece

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

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

Filters: none

Count: 194

1.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)

[Clownpiece's solution](#)

2.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [greedy](#)

[Clownpiece's solution](#)

3.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [geometry](#), [math](#)

[Clownpiece's solution](#)

4.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)

[Clownpiece's solution](#)

5.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

[Clownpiece's solution](#)

6.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,444 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

[Clownpiece's solution](#)

7.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [strings](#)

[Clownpiece's solution](#)

8.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

[Clownpiece's solution](#)

9.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

[Clownpiece's solution](#)

10.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Clownpiece's solution](#)

**11.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Clownpiece's solution](#)

**12.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,265 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Clownpiece's solution](#)

**13.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Clownpiece's solution](#)

**14.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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**15.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[Clownpiece's solution](#)

**16.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Clownpiece's solution](#)

**17.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Clownpiece's solution](#)

**18.**

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Clownpiece's solution](#)

**19.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,693 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Clownpiece's solution](#)

**20.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Clownpiece's solution](#)

**21.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Clownpiece's solution](#)

**22.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Clownpiece's solution](#)

**23.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Clownpiece's solution](#)

**24.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,866 global accepts · Rating: 1000 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Clownpiece's solution](#)

**25.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Clownpiece's solution](#)

**26.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,092 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Clownpiece's solution](#)

**27.**

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Clownpiece's solution](#)

**28.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Clownpiece's solution](#)

**29.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Clownpiece's solution](#)

**30.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Clownpiece's solution](#)

**31.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Clownpiece's solution](#)

**32.**

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[Clownpiece's solution](#)

**33.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[Clownpiece's solution](#)

**34.**

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Clownpiece's solution](#)

**35.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[Clownpiece's solution](#)

**36.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[Clownpiece's solution](#)

**37.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Clownpiece's solution](#)

**38.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Clownpiece's solution](#)

**39.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[Clownpiece's solution](#)

**40.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers  
[Clownpiece's solution](#)

**41.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[Clownpiece's solution](#)

**42.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[Clownpiece's solution](#)

43.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[Clownpiece's solution](#)

44.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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45.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[Clownpiece's solution](#)

46.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[Clownpiece's solution](#)

47.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Clownpiece's solution](#)

48.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[Clownpiece's solution](#)

49.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[Clownpiece's solution](#)

50.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Clownpiece's solution](#)

51.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[Clownpiece's solution](#)

52.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[Clownpiece's solution](#)

53.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[Clownpiece's solution](#)

**54.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
[Clownpiece's solution](#)

**55.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[Clownpiece's solution](#)

**56.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,714 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[Clownpiece's solution](#)

**57.**

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Clownpiece's solution](#)

**58.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees  
[Clownpiece's solution](#)

**59.**

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[Clownpiece's solution](#)

**60.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[Clownpiece's solution](#)

**61.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Clownpiece's solution](#)

**62.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[Clownpiece's solution](#)

**63.**

1366C

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

Quality: 14,262 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Clownpiece's solution](#)

**64.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[Clownpiece's solution](#)

**65.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[Clownpiece's solution](#)

**66.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Clownpiece's solution](#)

**67.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,846 global accepts · Rating: 1600 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Clownpiece's solution](#)

**68.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Clownpiece's solution](#)

**69.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Clownpiece's solution](#)

**70.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Clownpiece's solution](#)

**71.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Clownpiece's solution](#)

**72.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Clownpiece's solution](#)

**73.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Clownpiece's solution](#)

**74.**

1392D

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

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Clownpiece's solution](#)

**75.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Clownpiece's solution](#)

**76.**

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[Clownpiece's solution](#)

**77.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation, shortest paths

[Clownpiece's solution](#)

**78.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Clownpiece's solution](#)

**79.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2021-01-11 · last AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Clownpiece's solution](#)

**80.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Clownpiece's solution](#)

**81.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Clownpiece's solution](#)

**82.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · last AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Clownpiece's solution](#)

**83.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Clownpiece's solution](#)

**84.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Clownpiece's solution](#)

**85.**

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Clownpiece's solution](#)

**86.**

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Clownpiece's solution](#)

**87.**

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Clownpiece's solution](#)

**88.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Clownpiece's solution](#)

**89.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[Clownpiece's solution](#)

**90.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Clownpiece's solution](#)

**91.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Clownpiece's solution](#)

**92.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Clownpiece's solution](#)

**93.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Clownpiece's solution](#)

**94.**

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[Clownpiece's solution](#)

**95.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Clownpiece's solution](#)

**96.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[Clownpiece's solution](#)

**97.**

380C

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

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Clownpiece's solution](#)

**98.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Clownpiece's solution](#)

**99.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Clownpiece's solution](#)

**100.**

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Clownpiece's solution](#)

**101.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Clownpiece's solution](#)

**102.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Clownpiece's solution](#)

**103.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Clownpiece's solution](#)

**104.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Clownpiece's solution](#)

**105.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Clownpiece's solution](#)

**106.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Clownpiece's solution](#)

**107.**

1364D

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

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Clownpiece's solution](#)

**108.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Clownpiece's solution](#)

**109.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Clownpiece's solution](#)

**110.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[Clownpiece's solution](#)

**111.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Clownpiece's solution](#)

**112.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Clownpiece's solution](#)

**113.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Clownpiece's solution](#)

**114.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Clownpiece's solution](#)

**115.**

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[Clownpiece's solution](#)

**116.**

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[Clownpiece's solution](#)

**117.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[Clownpiece's solution](#)

**118.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Clownpiece's solution](#)

**119.**

1484F

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Clownpiece's solution](#)

**120.**

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Clownpiece's solution](#)

**121.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Clownpiece's solution](#)

**122.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Clownpiece's solution](#)

**123.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Clownpiece's solution](#)

**124.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[Clownpiece's solution](#)

**125.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Clownpiece's solution](#)

**126.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, games, interactive

[Clownpiece's solution](#)

**127.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, strings

[Clownpiece's solution](#)

**128.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, strings

[Clownpiece's solution](#)

**129.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: \*special, graph matchings, implementation

[Clownpiece's solution](#)

**130.**

2095F

[!S Cæb 0B \\$a b1CVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[Clownpiece's solution](#)

**131.**

2095G

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

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, geometry

[Clownpiece's solution](#)

**132.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, number theory

[Clownpiece's solution](#)

**133.**

2095B

[Plinko](#) · [Tutorial](#)

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

[Clownpiece's solution](#)

**134.**

2095D

[Where Am I?](#) · [Tutorial](#)

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

[Clownpiece's solution](#)

**135.**

2095A

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

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

[Clownpiece's solution](#)

**136.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Clownpiece's solution](#)

**137.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[Clownpiece's solution](#)

**138.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, schedules

[Clownpiece's solution](#)

**139.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Clownpiece's solution](#)

**140.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[Clownpiece's solution](#)

**141.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[Clownpiece's solution](#)

**142.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[Clownpiece's solution](#)

**143.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees

[Clownpiece's solution](#)

**144.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**145.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

146.

103049C

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

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

147.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

148.

1531E2

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-26 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[Clownpiece's solution](#)

149.

1531E1

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Clownpiece's solution](#)

150.

1531C

[B 8CÄieCTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, dp

[Clownpiece's solution](#)

151.

1531D

[B 5CD0C#BOja@D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Clownpiece's solution](#)

152.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Clownpiece's solution](#)

153.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Clownpiece's solution](#)

154.

1531A

[At8CÔ3CT@|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Clownpiece's solution](#)

155.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

156.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**157.**

102215C

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

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**158.**

102215B

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

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**159.**

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**160.**

undefined512

[Friendly Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Clownpiece's solution](#)

**161.**

102906E

[B TO A](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**162.**

102906D

[A to D](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**163.**

102906C

[A to D](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**164.**

102906B

[A to D](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**165.**

102906A

[A to D](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**166.**

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**167.**

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

168.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

169.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

170.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

171.

102739C

[A5yCB4Cä6CDQCA](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

172.

102739D

[A,3D0i@" 3Cä@Cä4C](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

173.

102739E

[B-0D0i@, 7C GE B](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

174.

102739F

[B 0D,0t0ä? DôBDÂ 4CT;C 5D" 7C 4C GD2 ?D > Cö@CäAD\\$KCR GC,,AC`0](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

175.

102739B

[A000i@D\\$>](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

176.

102739A

[A\\$KDrB 2C=0 C,,<Cö@CTAD 8Cä=C,,AD\\$>C](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

177.

102168G

[A000i@D\\$8Dò =C :CÖ>Cö:C€](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

178.

102168E

[A000i@C=8](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

179.

102168M

[A\\$K00C#;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

180.

102168H

[B 000B\\$>C\\$AC#0Dò 4C,,;CT<CÄ0](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

181.

102168I

[A#>00BCTAD\\$K](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

182.

102168C

[B 10ä1CäGC#8](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

183.

102168J

[A,,3D00 ?CT@CTAD\\$0CÖ>C\\$:Cä9](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

184.

102168B

[B40C\\$>CT=C,,0](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

185.

102168L

[A5D15C\\$>D >D\\$K](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

186.

102168D

[A-500si0D=Cä3Cä AC,,<C\\$>C´0](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

187.

102168A

[B @0T4CÖ5CR 0D 8DD<CTBC,,GCTAC#>CP](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

188.

102168K

[Aä1D1#CB 4CT@CT2C](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

189.

1024806

[A0;0#0,,@Cä2C#0 D4GC AD\\$:C](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**190.**

1024805

[AÄ000AC,,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**191.**

1024794

[Aä70,008C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**192.**

1024793

[A->D40 D @D4BC,,=Cä9](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**193.**

1024792

[A00012D´HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)

**194.**

1024791

[B 0000äAD\\$L C=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Clownpiece's solution](#)