

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

<https://cfelitetracker.vercel.app>

# Unique solved — Coder

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

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

Filters: none

Count: 503

- 1.**  
2123B  
[Tournament](#) · [Tutorial](#)  
Quality: 34,911 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Coder's solution](#)
- 2.**  
2123A  
[Blackboard Game](#) · [Tutorial](#)  
Quality: 41,691 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Coder's solution](#)
- 3.**  
2121B  
[Above the Clouds](#) · [Tutorial](#)  
Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings  
[Coder's solution](#)
- 4.**  
2121A  
[Letter Home](#) · [Tutorial](#)  
Quality: 39,283 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[Coder's solution](#)
- 5.**  
2110A  
[Fashionable Array](#) · [Tutorial](#)  
Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[Coder's solution](#)
- 6.**  
2074B  
[The Third Side](#) · [Tutorial](#)  
Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[Coder's solution](#)
- 7.**  
2074A  
[Draw a Square](#) · [Tutorial](#)  
Quality: 44,318 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation  
[Coder's solution](#)
- 8.**  
2063A  
[Minimal Coprime](#) · [Tutorial](#)  
Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Coder's solution](#)
- 9.**  
2027A  
[Rectangle Arrangement](#) · [Tutorial](#)  
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math  
[Coder's solution](#)

**10.**

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,163 global accepts · Rating: 800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Coder's solution](#)

**11.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Coder's solution](#)

**12.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Coder's solution](#)

**13.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Coder's solution](#)

**14.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-03-19 · Python 3 (first AC) · Tags: implementation

[Coder's solution](#)

**15.**

1791A

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

Quality: 80,614 global accepts · Rating: 800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Coder's solution](#)

**16.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Coder's solution](#)

**17.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Coder's solution](#)

**18.**

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Coder's solution](#)

**19.**

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: \*special, math

[Coder's solution](#)

- 20.**  
802G1  
[Fake News \(easy\) · Tutorial](#)  
Quality: 8,142 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[Coder's solution](#)
- 21.**  
755A  
[PolandBall and Hypothesis · Tutorial](#)  
Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory  
[Coder's solution](#)
- 22.**  
513A  
[Game · Tutorial](#)  
Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: constructive algorithms, math  
[Coder's solution](#)
- 23.**  
2110B  
[Down with Brackets · Tutorial](#)  
Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[Coder's solution](#)
- 24.**  
2033B  
[Sakurako and Water · Tutorial](#)  
Quality: 28,846 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Coder's solution](#)
- 25.**  
2005A  
[Simple Palindrome · Tutorial](#)  
Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[Coder's solution](#)
- 26.**  
1505A  
[Is it rated - 2 · Tutorial](#)  
Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive  
[Coder's solution](#)
- 27.**  
913A  
[Modular Exponentiation · Tutorial](#)  
Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[Coder's solution](#)
- 28.**  
115A  
[Party · Tutorial](#)  
Quality: 43,354 global accepts · Rating: 900 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: dfs and similar, graphs, trees  
[Coder's solution](#)
- 29.**  
94A  
[Restoring Password · Tutorial](#)  
Quality: 12,266 global accepts · Rating: 900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation, strings  
[Coder's solution](#)
- 30.**  
2123C  
[Prefix Min and Suffix Max · Tutorial](#)

Quality: 30,882 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Coder's solution](#)

**31.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Coder's solution](#)

**32.**

1970A1

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

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

[Coder's solution](#)

**33.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Coder's solution](#)

**34.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Coder's solution](#)

**35.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Coder's solution](#)

**36.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[Coder's solution](#)

**37.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[Coder's solution](#)

**38.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings

[Coder's solution](#)

**39.**

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Coder's solution](#)

**40.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,219 global accepts · Rating: 1000 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: math

[Coder's solution](#)

**41.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2011-04-15 · MS C++ (first AC) · Tags: implementation

[Coder's solution](#)

**42.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Coder's solution](#)

**43.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Coder's solution](#)

**44.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Coder's solution](#)

**45.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Coder's solution](#)

**46.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[Coder's solution](#)

**47.**

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Coder's solution](#)

**48.**

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Coder's solution](#)

**49.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**50.**

2123D

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

Quality: 21,890 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Coder's solution](#)

**51.**

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Coder's solution](#)

**52.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Coder's solution](#)

**53.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Coder's solution](#)

**54.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Coder's solution](#)

**55.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[Coder's solution](#)

**56.**

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Coder's solution](#)

**57.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Coder's solution](#)

**58.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Coder's solution](#)

**59.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Coder's solution](#)

**60.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**61.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,340 global accepts · Rating: 1200 · first AC: 2012-08-18 · MS C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Coder's solution](#)

**62.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, math

[Coder's solution](#)

**63.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: greedy, implementation

[Coder's solution](#)

**64.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2010-09-10 · MS C++ (first AC) · Tags: implementation, sortings

[Coder's solution](#)

**65.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Coder's solution](#)

**66.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Coder's solution](#)

**67.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Coder's solution](#)

**68.**

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Coder's solution](#)

**69.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**70.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**71.**

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: greedy

[Coder's solution](#)

**72.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Coder's solution](#)

**73.**

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[Coder's solution](#)

**74.**

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings

[Coder's solution](#)

**75.**

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Coder's solution](#)

**76.**

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: graphs, implementation, math

[Coder's solution](#)

**77.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[Coder's solution](#)

**78.**

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: math

[Coder's solution](#)

**79.**

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: greedy, math

[Coder's solution](#)

**80.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: implementation, two pointers

[Coder's solution](#)

**81.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: implementation

[Coder's solution](#)

**82.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Coder's solution](#)

**83.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Coder's solution](#)

**84.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dfs and similar, dsu, graphs, greedy, math

[Coder's solution](#)

**85.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Coder's solution](#)

**86.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Coder's solution](#)

**87.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

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

[Coder's solution](#)

**88.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[Coder's solution](#)

**89.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[Coder's solution](#)

**90.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Coder's solution](#)

**91.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force

[Coder's solution](#)

**92.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: combinatorics, math

[Coder's solution](#)

**93.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Coder's solution](#)

**94.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,899 global accepts · Rating: 1400 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: implementation

[Coder's solution](#)

**95.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: dfs and similar, dsu

[Coder's solution](#)

**96.**

2121E

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

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Coder's solution](#)

**97.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Coder's solution](#)

**98.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Coder's solution](#)

**99.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Coder's solution](#)

**100.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Coder's solution](#)

**101.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Coder's solution](#)

**102.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Coder's solution](#)

**103.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Coder's solution](#)

**104.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Coder's solution](#)

**105.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: dp

[Coder's solution](#)

**106.**

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: combinatorics

[Coder's solution](#)

**107.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —

[Coder's solution](#)

**108.**

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · MS C++ (first AC) · Tags: greedy, sortings

[Coder's solution](#)

**109.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: binary search, data structures

[Coder's solution](#)

**110.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: greedy, strings

[Coder's solution](#)

**111.**

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · MS C++ (first AC) · Tags: dp, games, greedy

[Coder's solution](#)

**112.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Coder's solution](#)

**113.**

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

[Coder's solution](#)

**114.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[Coder's solution](#)

**115.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[Coder's solution](#)

**116.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Coder's solution](#)

**117.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[Coder's solution](#)

**118.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Coder's solution](#)

**119.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Coder's solution](#)

**120.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Coder's solution](#)

**121.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Coder's solution](#)

**122.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[Coder's solution](#)

**123.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: probabilities

[Coder's solution](#)

**124.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Coder's solution](#)

**125.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics

[Coder's solution](#)

**126.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory

[Coder's solution](#)

**127.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, math

[Coder's solution](#)

**128.**

135B

[Rectangle and Square](#) · [Tutorial](#)

Quality: 2,653 global accepts · Rating: 1600 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Coder's solution](#)

**129.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Coder's solution](#)

**130.**

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Coder's solution](#)

**131.**

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · MS C++ (first AC) · Tags: math

[Coder's solution](#)

**132.**

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-10 · MS C++ (first AC) · Tags: greedy, math

[Coder's solution](#)

**133.**

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: implementation

[Coder's solution](#)

**134.**

2123F

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

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Coder's solution](#)

**135.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Coder's solution](#)

**136.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Coder's solution](#)

**137.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Coder's solution](#)

**138.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Coder's solution](#)

**139.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Coder's solution](#)

**140.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Coder's solution](#)

**141.**

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Coder's solution](#)

**142.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**143.**

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms

[Coder's solution](#)

**144.**

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · MS C++ (first AC) · Tags: implementation, math

[Coder's solution](#)

**145.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[Coder's solution](#)

**146.**

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2012-05-09 · MS C++ (first AC) · Tags: implementation, strings

[Coder's solution](#)

**147.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, math

[Coder's solution](#)

**148.**

131E

[Yet Another Task with Queens](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: sortings

[Coder's solution](#)

**149.**

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: implementation

[Coder's solution](#)

**150.**

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: implementation

[Coder's solution](#)

**151.**

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: greedy, math, sortings

[Coder's solution](#)

**152.**

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2011-04-12 · MS C++ (first AC) · Tags: dp, greedy, math

[Coder's solution](#)

**153.**

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-04-12 · MS C++ (first AC) · Tags: implementation, math

[Coder's solution](#)

**154.**

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[Coder's solution](#)

**155.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Coder's solution](#)

**156.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Coder's solution](#)

**157.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Coder's solution](#)

**158.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Coder's solution](#)

**159.**

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

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

[Coder's solution](#)

**160.**

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

[Coder's solution](#)

**161.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Coder's solution](#)

**162.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Coder's solution](#)

**163.**

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · Python 2 (first AC) · Tags: \*special, probabilities

[Coder's solution](#)

**164.**

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Coder's solution](#)

**165.**

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · last AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Coder's solution](#)

**166.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[Coder's solution](#)

**167.**

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**168.**

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics

[Coder's solution](#)

**169.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Coder's solution](#)

**170.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Coder's solution](#)

**171.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: dp

[Coder's solution](#)

**172.**

513G1

[Inversions problem](#) · [Tutorial](#)

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · MS C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Coder's solution](#)

**173.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, divide and conquer, math

[Coder's solution](#)

**174.**

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

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

[Coder's solution](#)

**175.**

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

[Coder's solution](#)

**176.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[Coder's solution](#)

**177.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2012-06-29 · MS C++ (first AC) · Tags: math, ternary search

[Coder's solution](#)

**178.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2012-02-19 · MS C++ (first AC) · Tags: dp

[Coder's solution](#)

**179.**

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2012-02-19 · MS C++ (first AC) · Tags: shortest paths

[Coder's solution](#)

**180.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Coder's solution](#)

**181.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings

[Coder's solution](#)

**182.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Coder's solution](#)

**183.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[Coder's solution](#)

**184.**

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · GNU C++ (first AC) · Tags: brute force, probabilities

[Coder's solution](#)

**185.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, greedy

[Coder's solution](#)

**186.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: data structures, greedy

[Coder's solution](#)

**187.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: binary search, math, sortings

[Coder's solution](#)

**188.**

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: implementation, math

[Coder's solution](#)

**189.**

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · MS C++ (first AC) · Tags: binary search, implementation

[Coder's solution](#)

**190.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: greedy

[Coder's solution](#)

**191.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Coder's solution](#)

**192.**

1970B1

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

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

[Coder's solution](#)

**193.**

1970G1

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

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

[Coder's solution](#)

**194.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Coder's solution](#)

**195.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Coder's solution](#)

**196.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Coder's solution](#)

**197.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[Coder's solution](#)

**198.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[Coder's solution](#)

**199.**

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees

[Coder's solution](#)

**200.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Coder's solution](#)

**201.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Coder's solution](#)

**202.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[Coder's solution](#)

**203.**

241G

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

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[Coder's solution](#)

**204.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[Coder's solution](#)

**205.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings

[Coder's solution](#)

**206.**

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2012-02-19 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Coder's solution](#)

**207.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: constructive algorithms, games, greedy

[Coder's solution](#)

**208.**

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, brute force, math

[Coder's solution](#)

**209.**

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: implementation, strings

[Coder's solution](#)

**210.**

94D

[End of Exams](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: greedy, math

[Coder's solution](#)

**211.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: dp, dsu, trees

[Coder's solution](#)

**212.**

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, probabilities

[Coder's solution](#)

**213.**

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: shortest paths

[Coder's solution](#)

**214.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Coder's solution](#)

**215.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Coder's solution](#)

**216.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Coder's solution](#)

**217.**

1970E2

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

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

[Coder's solution](#)

**218.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Coder's solution](#)

**219.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Coder's solution](#)

**220.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Coder's solution](#)

**221.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: hashing, strings

[Coder's solution](#)

**222.**

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Coder's solution](#)

**223.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Coder's solution](#)

**224.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Coder's solution](#)

**225.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2015-05-03 · MS C++ (first AC) · Tags: constructive algorithms, graphs, math

[Coder's solution](#)

**226.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: bitmasks, probabilities

[Coder's solution](#)

**227.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[Coder's solution](#)

**228.**

434B

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

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

[Coder's solution](#)

**229.**

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[Coder's solution](#)

**230.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Coder's solution](#)

**231.**

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: binary search, two pointers

[Coder's solution](#)

**232.**

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Coder's solution](#)

**233.**

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: binary search, dp, sortings

[Coder's solution](#)

**234.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: implementation, math

[Coder's solution](#)

**235.**

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Coder's solution](#)

**236.**

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2011-04-10 · MS C++ (first AC) · Tags: binary search, greedy, sortings

[Coder's solution](#)

**237.**

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: geometry, graphs, shortest paths, sortings

[Coder's solution](#)

**238.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2010-09-10 · MS C++ (first AC) · Tags: brute force, dp, number theory

[Coder's solution](#)

**239.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Coder's solution](#)

**240.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Coder's solution](#)

**241.**

1970B2

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

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

[Coder's solution](#)

**242.**

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Coder's solution](#)

**243.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[Coder's solution](#)

**244.**

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[Coder's solution](#)

**245.**

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Coder's solution](#)

**246.**

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Coder's solution](#)

**247.**

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[Coder's solution](#)

**248.**

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dp

[Coder's solution](#)

**249.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings

[Coder's solution](#)

**250.**

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2015-05-03 · MS C++ (first AC) · Tags: dp, greedy

[Coder's solution](#)

**251.**

455C

[Civilization](#) · [Tutorial](#)

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

[Coder's solution](#)

**252.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees

[Coder's solution](#)

**253.**

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: data structures

[Coder's solution](#)

**254.**

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · MS C++ (first AC) · Tags: brute force, math

[Coder's solution](#)

**255.**

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Coder's solution](#)

**256.**

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[Coder's solution](#)

**257.**

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2011-04-12 · MS C++ (first AC) · Tags: greedy, two pointers

[Coder's solution](#)

**258.**

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: binary search, geometry

[Coder's solution](#)

**259.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: brute force, dfs and similar

[Coder's solution](#)

**260.**

2173E

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

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

[Coder's solution](#)

**261.**

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Coder's solution](#)

**262.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Coder's solution](#)

**263.**

1970G2

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

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

[Coder's solution](#)

**264.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Coder's solution](#)

**265.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Coder's solution](#)

**266.**

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures

[Coder's solution](#)

**267.**

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Coder's solution](#)

**268.**

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Coder's solution](#)

**269.**

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Coder's solution](#)

**270.**

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Coder's solution](#)

**271.**

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: trees

[Coder's solution](#)

**272.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2014-08-01 · MS C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Coder's solution](#)

**273.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: graphs, greedy

[Coder's solution](#)

**274.**

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2012-02-19 · MS C++ (first AC) · Tags: dfs and similar, graphs, greedy

[Coder's solution](#)

**275.**

36C

[Bowls](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2200 · first AC: 2012-02-19 · MS C++ (first AC) · Tags: geometry, implementation

[Coder's solution](#)

**276.**

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2012-02-19 · MS C++ (first AC) · Tags: math

[Coder's solution](#)

**277.**

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Coder's solution](#)

**278.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2011-04-12 · MS C++ (first AC) · Tags: dsu, graphs, sortings, trees

[Coder's solution](#)

**279.**

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2011-03-05 · MS C++ (first AC) · Tags: brute force, dfs and similar, hashing

[Coder's solution](#)

**280.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2010-09-10 · MS C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Coder's solution](#)

**281.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Coder's solution](#)

**282.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Coder's solution](#)

**283.**

1970B3

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

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

[Coder's solution](#)

**284.**

1970F3

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

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

[Coder's solution](#)

**285.**

1970F2

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

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

[Coder's solution](#)

**286.**

1970F1

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

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

[Coder's solution](#)

**287.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Coder's solution](#)

**288.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Coder's solution](#)

**289.**

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**290.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: dp, trees

[Coder's solution](#)

**291.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: brute force, dp

[Coder's solution](#)

**292.**

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[Coder's solution](#)

**293.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-20 · MS C++ (first AC) · Tags: combinatorics, dsu, graphs

[Coder's solution](#)

**294.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[Coder's solution](#)

**295.**

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-26 · last AC: 2011-02-26 · MS C++ (first AC) · Tags: dfs and similar, graphs

[Coder's solution](#)

**296.**

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: games

[Coder's solution](#)

**297.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Coder's solution](#)

**298.**

1970G3

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

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

[Coder's solution](#)

**299.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · last AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Coder's solution](#)

**300.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Coder's solution](#)

**301.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Coder's solution](#)

**302.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-08 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Coder's solution](#)

**303.**

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[Coder's solution](#)

**304.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Coder's solution](#)

**305.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Coder's solution](#)

**306.**

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Coder's solution](#)

**307.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**308.**

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: dfs and similar

[Coder's solution](#)

**309.**

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: dp, probabilities

[Coder's solution](#)

**310.**

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2013-04-08 · MS C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[Coder's solution](#)

**311.**

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2010-06-28 · MS C++ (first AC) · Tags: bitmasks, graph matchings, graphs

[Coder's solution](#)

**312.**

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: bitmasks, dp

[Coder's solution](#)

**313.**

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: brute force, implementation

[Coder's solution](#)

**314.**

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: binary search, graphs, math, shortest paths

[Coder's solution](#)

**315.**

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: dp, math, number theory

[Coder's solution](#)

**316.**

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2011-05-13 · MS C++ (first AC) · Tags: graphs, greedy, shortest paths

[Coder's solution](#)

**317.**

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · MS C++ (first AC) · Tags: data structures

[Coder's solution](#)

**318.**

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-04-10 · MS C++ (first AC) · Tags: math, number theory

[Coder's solution](#)

**319.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Coder's solution](#)

**320.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Coder's solution](#)

**321.**

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-05-24 · MS C++ (first AC) · Tags: dp

[Coder's solution](#)

**322.**

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-19 · MS C++ (first AC) · Tags: constructive algorithms

[Coder's solution](#)

**323.**

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2012-02-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, implementation

[Coder's solution](#)

**324.**

94E

[Azembler](#) · [Tutorial](#)

Rating: 2500 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: brute force

[Coder's solution](#)

**325.**

95D

[Horse Races](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2011-07-08 · GNU C++ (first AC) · Tags: dp, math

[Coder's solution](#)

**326.**

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2011-06-30 · Java 6 (first AC) · Tags: dp, math, matrices

[Coder's solution](#)

**327.**

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: brute force, dsu, math

[Coder's solution](#)

**328.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Coder's solution](#)

**329.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Coder's solution](#)

**330.**

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Coder's solution](#)

**331.**

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Coder's solution](#)

**332.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Coder's solution](#)

**333.**

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[Coder's solution](#)

**334.**

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: data structures

[Coder's solution](#)

**335.**

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: geometry

[Coder's solution](#)

**336.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2015-05-03 · MS C++ (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[Coder's solution](#)

**337.**

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · MS C++ (first AC) · Tags: constructive algorithms, data structures

[Coder's solution](#)

**338.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: dp, games

[Coder's solution](#)

**339.**

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2012-01-12 · GNU C++ (first AC) · Tags: games

[Coder's solution](#)

**340.**

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: geometry, sortings

[Coder's solution](#)

**341.**

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-02-19 · MS C++ (first AC) · Tags: math, matrices

[Coder's solution](#)

**342.**

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[Coder's solution](#)

**343.**

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2010-10-07 · MS C++ (first AC) · Tags: —

[Coder's solution](#)

**344.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Coder's solution](#)

**345.**

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: flows, shortest paths

[Coder's solution](#)

**346.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Coder's solution](#)

**347.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[Coder's solution](#)

**348.**

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2011-04-12 · MS C++ (first AC) · Tags: bitmasks, dp, math

[Coder's solution](#)

**349.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-08 · last AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Coder's solution](#)

**350.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Coder's solution](#)

**351.**

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Coder's solution](#)

**352.**

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2010-07-24 · last AC: 2010-07-24 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[Coder's solution](#)

**353.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2014-08-08 · MS C++ (first AC) · Tags: data structures

[Coder's solution](#)

**354.**

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: brute force, geometry

[Coder's solution](#)

**355.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-04 · last AC: 2019-09-04 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[Coder's solution](#)

**356.**

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Coder's solution](#)

**357.**

undefined516

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**358.**

undefined464

[Optimal bribing](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**359.**

undefined423

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**360.**

undefined431

[Wildcards](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**361.**

undefined402

[Terrorists in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**362.**

undefined401

[Geologist Dubrovsky](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**363.**

undefined399

[Berodoskar Development](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**364.**

undefined396

[Dance it up!](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**365.**

undefined394

[Berhatton](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**366.**

undefined393

[Bergamot Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**367.**

undefined421

[k-th Product](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**368.**

undefined420

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

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**369.**

undefined414

[Orthogonal Circles](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**370.**

undefined433

[Japhshan and Ramshut](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**371.**

undefined292

[Field for the Cemetery](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · Python 3 (first AC) · Tags: —

[Coder's solution](#)

**372.**

undefined449

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**373.**

undefined480

[Gena's Soul Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**374.**

undefined472

[Sokoban](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**375.**

undefined493

[Illumination of Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**376.**

undefined494

[Journal](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**377.**

undefined501

[Octahedron And Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**378.**

undefined526

[Running Hero](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**379.**

undefined541

[BR Privatization](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**380.**

undefined545

[Cut the rope, another rope and so on!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**381.**

undefined500

[Circular Island](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**382.**

undefined470

[The Death Cube](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**383.**

undefined522

[Oil Wells](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**384.**

undefined469

[Ghostbusters](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**385.**

undefined474

[All for Love](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**386.**

undefined498

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**387.**

undefined471

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · last AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**388.**

undefined528

[Bencoding](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**389.**

undefined466

[Parking at Secret Object](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**390.**

undefined457

[Snow in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**391.**

undefined452

[Colony Maintenance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**392.**

undefined451

[Cousin's Aunt](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**393.**

undefined430

[Unit-distance Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**394.**

undefined437

[Hexodoku](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**395.**

undefined450

[Ramen Shop](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**396.**

undefined436

[The Diputs notation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**397.**

undefined419

[Hexagonal Walkaround](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**398.**

undefined440

[Moles and Holes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**399.**

undefined427

[Hamiltonian Polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**400.**

undefined418

[Deducing Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**401.**

undefined400

[The last hour of the contest](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**402.**

undefined387

[Lazy Judges](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**403.**

undefined395

["Binary Cat" Club](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**404.**

undefined391

[Mr. X](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**405.**

undefined386

[Happy Birthday, Jedi Knight!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**406.**

undefined392

[Cyclic Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**407.**

undefined351

[A Mission for a Scout](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**408.**

undefined388

[Soap Opera](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**409.**

undefined335

[Thiefs and Cops](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**410.**

undefined338

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**411.**

undefined373

[Carlsson vs. Winnie-the-Pooh](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**412.**

undefined345

[Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**413.**

undefined341

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**414.**

undefined331

[Traffic Jam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**415.**

undefined343

[VaR](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**416.**

undefined329

[Black-and-White Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · last AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**417.**

undefined333

[Random Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**418.**

undefined312

[4-3 King](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**419.**

undefined327

[Yet Another Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**420.**

undefined320

[The Influence of the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**421.**

undefined315

[The Highway Belt](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**422.**

undefined314

[Shortest Paths](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**423.**

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**424.**

undefined306

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**425.**

undefined303

[Great Berland Wall](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**426.**

undefined308

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

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**427.**

undefined279

[Bipermutations](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**428.**

undefined284

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · Python 3 (first AC) · Tags: —

[Coder's solution](#)

**429.**

undefined298

[King Berl VI](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**430.**

undefined287

[Amusing Qc Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**431.**

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**432.**

undefined283

[Mechanics](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**433.**

undefined277

[Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**434.**

undefined272

[Evacuation plan](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**435.**

undefined268

[Hyper Almost Permutative String](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**436.**

undefined266

[Berlion](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**437.**

undefined265

[Wizards](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**438.**

undefined250

[Constructive Plan](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**439.**

undefined245

[Black-White Army](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**440.**

undefined237

[Galaxy X: Episode I - Masters of Mind](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**441.**

undefined215

[PL/Cool](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**442.**

undefined204

[Little Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**443.**

undefined198

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**444.**

undefined189

[Perl-like Substr](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**445.**

undefined173

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**446.**

undefined167

[I-country](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**447.**

undefined166

[Editor](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**448.**

undefined161

[Intuitionistic Logic](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**449.**

undefined156

[Strange Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**450.**

undefined129

[Inheritance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**451.**

undefined382

[Cantor Function](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · Python 3 (first AC) · Tags: —

[Coder's solution](#)

**452.**

undefined384

[Country](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**453.**

undefined227

[The art to the broad masses!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**454.**

undefined233

[The Greatest Angle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**455.**

undefined243

[Broken Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**456.**

undefined270

[Thimbles](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**457.**

undefined267

[Optimist vs. Pessimist](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**458.**

undefined229

[Divide and conquer](#) · [Tutorial](#)

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**459.**

undefined251

[Polymania](#) · [Tutorial](#)

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**460.**

undefined192

[RGB](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**461.**

undefined235

[The Queen](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**462.**

undefined228

[Archipelago](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**463.**

undefined191

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**464.**

undefined247

[Difficult Choice](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · Python 3 (first AC) · Tags: —

[Coder's solution](#)

**465.**

undefined256

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**466.**

undefined286

[Ancient decoration](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**467.**

undefined473

[Droid formation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · Python 3 (first AC) · Tags: —

[Coder's solution](#)

**468.**

undefined508

[Black-White Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**469.**

undefined262

[Symbol Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Coder's solution](#)

**470.**

undefined281

[Championship](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**471.**

undefined301

[Boring. Hot. Summer...](#) · [Tutorial](#)

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**472.**

undefined328

[A Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**473.**

undefined330

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**474.**

undefined354

[Just Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**475.**

undefined380

[Synchronised Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**476.**

undefined300

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**477.**

undefined539

[Multiswap Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**478.**

undefined448

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

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**479.**

undefined445

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**480.**

undefined543

[Cafe](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**481.**

undefined182

[Open the brackets](#) · [Tutorial](#)

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**482.**

undefined334

[Tiny Puzzle](#) · [Tutorial](#)

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**483.**

undefined385

[Highlander](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**484.**

undefined510

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

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**485.**

undefined542

[Gena vs Petya](#) · [Tutorial](#)

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**486.**

undefined492

[Hotel in Ves Lajos](#) · [Tutorial](#)

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**487.**

undefined512

[Friendly Points](#) · [Tutorial](#)

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**488.**

undefined488

[Dales and Hills](#) · [Tutorial](#)

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**489.**

undefined209

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

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**490.**

undefined178

[Chain](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**491.**

undefined185

[Two shortest](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**492.**

undefined128

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**493.**

undefined147

[Black-white king](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Coder's solution](#)

**494.**

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**495.**

100287E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**496.**

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**497.**

100287A

[ASCII Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**498.**

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**499.**

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**500.**

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**501.**

100287B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Coder's solution](#)

**502.**

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Coder's solution](#)

**503.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Coder's solution](#)