

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

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# Unique solved — ComPhyPark

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

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

Filters: none

Count: 377

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ComPhyPark's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[ComPhyPark's solution](#)

3.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[ComPhyPark's solution](#)

4.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ComPhyPark's solution](#)

5.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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6.

2122A

[Greedy Grid](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

7.

2124A

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

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

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8.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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9.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

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**10.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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**11.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**12.**

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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**13.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**14.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, games

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**15.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: games, math

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**16.**

1799A

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**17.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

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**18.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

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**19.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · MS C++ 2017 (first AC) · Tags: brute force, sortings

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**20.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms

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**21.**

1615A

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Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · MS C++ 2017 (first AC) · Tags: greedy, math

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**22.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: math, number theory

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**23.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · MS C++ 2017 (first AC) · Tags: math, number theory

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**24.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[ComPhyPark's solution](#)

**25.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: greedy, math

[ComPhyPark's solution](#)

**26.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · MS C++ 2017 (first AC) · Tags: greedy, math

[ComPhyPark's solution](#)

**27.**

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · MS C++ 2017 (first AC) · Tags: brute force, greedy

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**28.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · MS C++ 2017 (first AC) · Tags: brute force, implementation

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**29.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,631 global accepts · Rating: 800 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: brute force, math, number theory

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**30.**

1520A

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

Quality: 58,458 global accepts · Rating: 800 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[ComPhyPark's solution](#)

**31.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2021-04-20 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[ComPhyPark's solution](#)

**32.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: implementation

[ComPhyPark's solution](#)

**33.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,094 global accepts · Rating: 800 · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[ComPhyPark's solution](#)

**34.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, strings

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**35.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**36.**

1951A

[Dual Trigger](#) · [Tutorial](#)

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**37.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

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**38.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · MS C++ 2017 (first AC) · Tags: graph matchings, greedy, math, sortings

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**39.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, number theory, sortings

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**40.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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**41.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**42.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,272 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**43.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**44.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

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**45.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

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**46.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[ComPhyPark's solution](#)

**47.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · MS C++ 2017 (first AC) · Tags: brute force, greedy

[ComPhyPark's solution](#)

**48.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation

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**49.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: greedy, sortings

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**50.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · MS C++ 2017 (first AC) · Tags: greedy, math

[ComPhyPark's solution](#)

**51.**

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

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**52.**

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[ComPhyPark's solution](#)

**53.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[ComPhyPark's solution](#)

**54.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**55.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[ComPhyPark's solution](#)

**56.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**57.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy, math

[ComPhyPark's solution](#)

**58.**

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory

[ComPhyPark's solution](#)

**59.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · MS C++ 2017 (first AC) · Tags: brute force, dp, greedy, math

[ComPhyPark's solution](#)

**60.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · MS C++ 2017 (first AC) · Tags: greedy, two pointers

[ComPhyPark's solution](#)

**61.**

2135A

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Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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**62.**

2053B

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

[ComPhyPark's solution](#)

**63.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

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**64.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

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**65.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
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**66.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
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**67.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings  
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**68.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · MS C++ 2017 (first AC) · Tags: brute force, greedy, sortings  
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**69.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
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**70.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, dp, greedy  
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**71.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, greedy, sortings  
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**72.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · MS C++ 2017 (first AC) · Tags: interactive, math  
[ComPhyPark's solution](#)

**73.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: data structures, hashing, math  
[ComPhyPark's solution](#)

**74.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy

[ComPhyPark's solution](#)

**75.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, strings

[ComPhyPark's solution](#)

**76.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,712 global accepts · Rating: 1200 · first AC: 2021-04-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**77.**

2206K

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

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search

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**78.**

2201A1

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

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**79.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

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**80.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ComPhyPark's solution](#)

**81.**

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ComPhyPark's solution](#)

**82.**

2124C

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

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

[ComPhyPark's solution](#)

**83.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ComPhyPark's solution](#)

**84.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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**85.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ComPhyPark's solution](#)

**86.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ComPhyPark's solution](#)

**87.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation, math

[ComPhyPark's solution](#)

**88.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy, math

[ComPhyPark's solution](#)

**89.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[ComPhyPark's solution](#)

**90.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · MS C++ 2017 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[ComPhyPark's solution](#)

**91.**

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[ComPhyPark's solution](#)

**92.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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**93.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[ComPhyPark's solution](#)

**94.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[ComPhyPark's solution](#)

**95.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ComPhyPark's solution](#)

**96.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ComPhyPark's solution](#)

**97.**

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-13 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation, strings

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**98.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · MS C++ 2017 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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**99.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

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**100.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ComPhyPark's solution](#)

**101.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ComPhyPark's solution](#)

**102.**

2053C

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

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

[ComPhyPark's solution](#)

**103.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: dp

[ComPhyPark's solution](#)

**104.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms

[ComPhyPark's solution](#)

**105.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation

[ComPhyPark's solution](#)

**106.**

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · MS C++ 2017 (first AC) · Tags: sortings

[ComPhyPark's solution](#)

**107.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ComPhyPark's solution](#)

**108.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ComPhyPark's solution](#)

**109.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · MS C++ 2017 (first AC) · Tags: dp, greedy, math

[ComPhyPark's solution](#)

**110.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · MS C++ 2017 (first AC) · Tags: brute force, graphs, greedy, math

[ComPhyPark's solution](#)

**111.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · MS C++ 2017 (first AC) · Tags: binary search, greedy

[ComPhyPark's solution](#)

**112.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[ComPhyPark's solution](#)

**113.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[ComPhyPark's solution](#)

**114.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: binary search, interactive

[ComPhyPark's solution](#)

**115.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[ComPhyPark's solution](#)

**116.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy

[ComPhyPark's solution](#)

**117.**

2206J

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

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[ComPhyPark's solution](#)

**118.**

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ComPhyPark's solution](#)

**119.**

2201A2

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

Quality: 5,086 global accepts · Rating: 1700 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ComPhyPark's solution](#)

**120.**

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ComPhyPark's solution](#)

**121.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[ComPhyPark's solution](#)

**122.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ComPhyPark's solution](#)

**123.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[ComPhyPark's solution](#)

**124.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**125.**

2124D

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

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

**126.**

2053D

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

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

[ComPhyPark's solution](#)

**127.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[ComPhyPark's solution](#)

**128.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[ComPhyPark's solution](#)

**129.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ComPhyPark's solution](#)

**130.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ComPhyPark's solution](#)

**131.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: greedy, strings

[ComPhyPark's solution](#)

**132.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · MS C++ 2017 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ComPhyPark's solution](#)

**133.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · MS C++ 2017 (first AC) · Tags: dfs and similar, interactive, math

[ComPhyPark's solution](#)

**134.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · MS C++ 2017 (first AC) · Tags: brute force, geometry, greedy, implementation

[ComPhyPark's solution](#)

**135.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: brute force, dp, math, number theory

[ComPhyPark's solution](#)

**136.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[ComPhyPark's solution](#)

**137.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[ComPhyPark's solution](#)

**138.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,426 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[ComPhyPark's solution](#)

**139.**

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ComPhyPark's solution](#)

**140.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[ComPhyPark's solution](#)

**141.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[ComPhyPark's solution](#)

**142.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · MS C++ 2017 (first AC) · Tags: dp, greedy, math

[ComPhyPark's solution](#)

**143.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ComPhyPark's solution](#)

**144.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[ComPhyPark's solution](#)

**145.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[ComPhyPark's solution](#)

**146.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[ComPhyPark's solution](#)

**147.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[ComPhyPark's solution](#)

**148.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings  
[ComPhyPark's solution](#)

**149.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**150.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[ComPhyPark's solution](#)

**151.**

2053E

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

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

**152.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees  
[ComPhyPark's solution](#)

**153.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, greedy  
[ComPhyPark's solution](#)

**154.**

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: dp  
[ComPhyPark's solution](#)

**155.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · MS C++ 2017 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs,

implementation

[ComPhyPark's solution](#)

**156.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · MS C++ 2017 (first AC) · Tags: constructive algorithms, hashing, implementation, math

[ComPhyPark's solution](#)

**157.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[ComPhyPark's solution](#)

**158.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,816 global accepts · Rating: 1900 · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: brute force, dp, greedy, implementation

[ComPhyPark's solution](#)

**159.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[ComPhyPark's solution](#)

**160.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[ComPhyPark's solution](#)

**161.**

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ComPhyPark's solution](#)

**162.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ComPhyPark's solution](#)

**163.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[ComPhyPark's solution](#)

**164.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ComPhyPark's solution](#)

**165.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ComPhyPark's solution](#)

**166.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ComPhyPark's solution](#)

**167.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ComPhyPark's solution](#)

**168.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ComPhyPark's solution](#)

**169.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[ComPhyPark's solution](#)

**170.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ComPhyPark's solution](#)

**171.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, sortings

[ComPhyPark's solution](#)

**172.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ComPhyPark's solution](#)

**173.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, number theory

[ComPhyPark's solution](#)

**174.**

1588B

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

Rating: 2000 · first AC: 2021-11-14 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, implementation, interactive

[ComPhyPark's solution](#)

**175.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive

[ComPhyPark's solution](#)

**176.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[ComPhyPark's solution](#)

**177.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ComPhyPark's solution](#)

**178.**

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[ComPhyPark's solution](#)

**179.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[ComPhyPark's solution](#)

**180.**

2124E

[Make it Zero](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**181.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[ComPhyPark's solution](#)

**182.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ComPhyPark's solution](#)

**183.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ComPhyPark's solution](#)

**184.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ComPhyPark's solution](#)

**185.**

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · MS C++ 2017 (first AC) · Tags: data structures, dp

[ComPhyPark's solution](#)

**186.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ComPhyPark's solution](#)

**187.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · MS C++ 2017 (first AC) · Tags: binary search, brute force, implementation

[ComPhyPark's solution](#)

**188.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[ComPhyPark's solution](#)

**189.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[ComPhyPark's solution](#)

**190.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ComPhyPark's solution](#)

**191.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, strings

[ComPhyPark's solution](#)

**192.**

2206C

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

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[ComPhyPark's solution](#)

**193.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**194.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ComPhyPark's solution](#)

**195.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings, two pointers

[ComPhyPark's solution](#)

**196.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · MS C++ 2017 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[ComPhyPark's solution](#)

**197.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
[ComPhyPark's solution](#)

**198.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[ComPhyPark's solution](#)

**199.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math  
[ComPhyPark's solution](#)

**200.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy  
[ComPhyPark's solution](#)

**201.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math  
[ComPhyPark's solution](#)

**202.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[ComPhyPark's solution](#)

**203.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive  
[ComPhyPark's solution](#)

**204.**

2124F1

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

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

**205.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities  
[ComPhyPark's solution](#)

**206.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[ComPhyPark's solution](#)

**207.**

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings  
[ComPhyPark's solution](#)

**208.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games  
[ComPhyPark's solution](#)

**209.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[ComPhyPark's solution](#)

**210.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · MS C++ 2017 (first AC) · Tags: data structures, dp, geometry, greedy, math  
[ComPhyPark's solution](#)

**211.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings  
[ComPhyPark's solution](#)

**212.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · MS C++ 2017 (first AC) · Tags: dp, greedy, math, number theory  
[ComPhyPark's solution](#)

**213.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers  
[ComPhyPark's solution](#)

**214.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: fft, number theory  
[ComPhyPark's solution](#)

**215.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths  
[ComPhyPark's solution](#)

**216.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**217.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[ComPhyPark's solution](#)

**218.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[ComPhyPark's solution](#)

**219.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · MS C++ 2017 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ComPhyPark's solution](#)

**220.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[ComPhyPark's solution](#)

**221.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[ComPhyPark's solution](#)

**222.**

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, trees

[ComPhyPark's solution](#)

**223.**

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ComPhyPark's solution](#)

**224.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ComPhyPark's solution](#)

**225.**

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ComPhyPark's solution](#)

**226.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ComPhyPark's solution](#)

**227.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ComPhyPark's solution](#)

**228.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[ComPhyPark's solution](#)

**229.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ComPhyPark's solution](#)

**230.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · last AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[ComPhyPark's solution](#)

**231.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[ComPhyPark's solution](#)

**232.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[ComPhyPark's solution](#)

**233.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[ComPhyPark's solution](#)

**234.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ComPhyPark's solution](#)

**235.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ComPhyPark's solution](#)

**236.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ComPhyPark's solution](#)

**237.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[ComPhyPark's solution](#)

**238.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[ComPhyPark's solution](#)

**239.**

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[ComPhyPark's solution](#)

**240.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees  
[ComPhyPark's solution](#)

**241.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees  
[ComPhyPark's solution](#)

**242.**

2068G

[A Very Long Hike](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 3500 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths  
[ComPhyPark's solution](#)

**243.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees  
[ComPhyPark's solution](#)

**244.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math  
[ComPhyPark's solution](#)

**245.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[ComPhyPark's solution](#)

**246.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: \*special

[ComPhyPark's solution](#)

**247.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, shortest paths

[ComPhyPark's solution](#)

**248.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[ComPhyPark's solution](#)

**249.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: \*special, strings

[ComPhyPark's solution](#)

**250.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: \*special, brute force, games, interactive

[ComPhyPark's solution](#)

**251.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: \*special, strings

[ComPhyPark's solution](#)

**252.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: \*special, graph matchings, implementation

[ComPhyPark's solution](#)

**253.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[ComPhyPark's solution](#)

**254.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[ComPhyPark's solution](#)

**255.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[ComPhyPark's solution](#)

**256.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[ComPhyPark's solution](#)

**257.**

105537L

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

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**258.**

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**259.**

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**260.**

105537M

[Misère](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**261.**

105537H

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

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**262.**

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**263.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**264.**

105537I

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

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

[ComPhyPark's solution](#)

**265.**

105537J

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

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

[ComPhyPark's solution](#)

**266.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**267.**

105537A

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

Rating: — · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**268.**

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**269.**

105677E

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

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**270.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**271.**

105677D

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

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**272.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**273.**

105677G

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

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**274.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**275.**

105677H

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

Rating: — · first AC: 2025-07-22 · PyPy 3 (first AC) · Tags: —  
[ComPhyPark's solution](#)

**276.**

2095C

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

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, brute force

[ComPhyPark's solution](#)

**277.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory  
[ComPhyPark's solution](#)

**278.**

2095I

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

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, expression parsing, number theory  
[ComPhyPark's solution](#)

**279.**

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry  
[ComPhyPark's solution](#)

**280.**

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry  
[ComPhyPark's solution](#)

**281.**

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, games, interactive  
[ComPhyPark's solution](#)

**282.**

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, string suffix structures  
[ComPhyPark's solution](#)

**283.**

105633D

[Tree Generators · Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**284.**

105633K

[Scheduling Two Meetings · Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**285.**

105633C

[Omnes Viae Yokohamam Ducunt? · Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**286.**

105633I

[Greatest of the Greatest Common Divisors · Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**287.**

105633B

[The Sparsest Number in Between · Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**288.**

105633E

[E-Circuit Is Now on Sale! · Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ComPhyPark's solution](#)

**289.**

105633A

[Ribbon on the Christmas Present · Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**290.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**291.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**292.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**293.**

105505L

[Latin Squares](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**294.**

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**295.**

105505K

[Kool Strings](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**296.**

105505F

[Finding Privacy](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**297.**

105505A

[Append and Panic!](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**298.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

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

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**299.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**300.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**301.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**302.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**303.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**304.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**305.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**306.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**307.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**308.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**309.**

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**310.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**311.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**312.**

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**313.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: —

[ComPhyPark's solution](#)

**314.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**315.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: —

[ComPhyPark's solution](#)

**316.**

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**317.**

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**318.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**319.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**320.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**321.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**322.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**323.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**324.**

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**325.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**326.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**327.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**328.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**329.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**330.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**331.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**332.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**333.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**334.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**335.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**336.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**337.**

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**338.**

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**339.**

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**340.**

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**341.**

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · PyPy 3-64 (first AC) · Tags: —

[ComPhyPark's solution](#)

**342.**

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**343.**

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**344.**

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · Python 3 (first AC) · Tags: —

[ComPhyPark's solution](#)

**345.**

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**346.**

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**347.**

104686J

[Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**348.**

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**349.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**350.**

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**351.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**352.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**353.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**354.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ComPhyPark's solution](#)

**355.**

102920I

[Stock Analysis](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**356.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**357.**

102920L

[Two Buildings](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**358.**

102920H

[Needle](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**359.**

102920J

[Switches](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**360.**

102920G

[Mobile Robot](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**361.**

102920E

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

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

[ComPhyPark's solution](#)

**362.**

102920C

[Dessert Café](#) · [Tutorial](#)

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

[ComPhyPark's solution](#)

**363.**

102920B

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

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

[ComPhyPark's solution](#)

**364.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**365.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**366.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**367.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**368.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**369.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**370.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**371.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**372.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**373.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ComPhyPark's solution](#)

**374.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · MS C++ 2017 (first AC) · Tags: \*special, brute force, implementation

[ComPhyPark's solution](#)

**375.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[ComPhyPark's solution](#)

**376.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[ComPhyPark's solution](#)

**377.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · MS C++ 2017 (first AC) · Tags: \*special, expression parsing, strings

[ComPhyPark's solution](#)