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Unique solved — DishonoredRighteous

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

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

Filters: none

Count: 477

1.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-27 · Java 8 (first AC) · Tags: greedy

[DishonoredRighteous's solution](#)

2.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DishonoredRighteous's solution](#)

3.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[DishonoredRighteous's solution](#)

4.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,729 global accepts · Rating: 800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[DishonoredRighteous's solution](#)

5.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[DishonoredRighteous's solution](#)

6.

1328A

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

Quality: 131,928 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[DishonoredRighteous's solution](#)

7.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DishonoredRighteous's solution](#)

8.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,209 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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9.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[DishonoredRighteous's solution](#)

10.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[DishonoredRighteous's solution](#)

11.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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12.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[DishonoredRighteous's solution](#)

13.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[DishonoredRighteous's solution](#)

14.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[DishonoredRighteous's solution](#)

15.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[DishonoredRighteous's solution](#)

16.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[DishonoredRighteous's solution](#)

17.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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18.

1373A

[Donut Shops](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

19.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,422 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[DishonoredRighteous's solution](#)

20.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[DishonoredRighteous's solution](#)

21.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[DishonoredRighteous's solution](#)

22.

1365A

[Matrix Game](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

23.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[DishonoredRighteous's solution](#)

24.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,738 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[DishonoredRighteous's solution](#)

25.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[DishonoredRighteous's solution](#)

26.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[DishonoredRighteous's solution](#)

27.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1200 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[DishonoredRighteous's solution](#)

28.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[DishonoredRighteous's solution](#)

29.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[DishonoredRighteous's solution](#)

30.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[DishonoredRighteous's solution](#)

31.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

strings, two pointers

[DishonoredRighteous's solution](#)

32.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-27 · Java 8 (first AC) · Tags: two pointers

[DishonoredRighteous's solution](#)

33.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[DishonoredRighteous's solution](#)

34.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DishonoredRighteous's solution](#)

35.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[DishonoredRighteous's solution](#)

36.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[DishonoredRighteous's solution](#)

37.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[DishonoredRighteous's solution](#)

38.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[DishonoredRighteous's solution](#)

39.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DishonoredRighteous's solution](#)

40.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · last AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

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41.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[DishonoredRighteous's solution](#)

42.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[DishonoredRighteous's solution](#)

43.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[DishonoredRighteous's solution](#)

44.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[DishonoredRighteous's solution](#)

45.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp
[DishonoredRighteous's solution](#)

46.

1365C

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

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

47.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[DishonoredRighteous's solution](#)

48.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[DishonoredRighteous's solution](#)

49.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[DishonoredRighteous's solution](#)

50.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[DishonoredRighteous's solution](#)

51.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[DishonoredRighteous's solution](#)

52.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[DishonoredRighteous's solution](#)

53.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[DishonoredRighteous's solution](#)

54.

332B

[Maximum Absurdity](#) · [Tutorial](#)

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[DishonoredRighteous's solution](#)

55.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[DishonoredRighteous's solution](#)

56.

858C

[Did you mean...](#) · [Tutorial](#)

Quality: 5,885 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[DishonoredRighteous's solution](#)

57.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[DishonoredRighteous's solution](#)

58.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[DishonoredRighteous's solution](#)

59.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

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60.

722C

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[DishonoredRighteous's solution](#)

61.

835C

[Star sky](#) · [Tutorial](#)

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[DishonoredRighteous's solution](#)

62.

704A

[Thor](#) · [Tutorial](#)

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implementation

[DishonoredRighteous's solution](#)

63.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[DishonoredRighteous's solution](#)

64.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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65.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[DishonoredRighteous's solution](#)

66.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[DishonoredRighteous's solution](#)

67.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DishonoredRighteous's solution](#)

68.

1373D

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[DishonoredRighteous's solution](#)

69.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[DishonoredRighteous's solution](#)

70.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[DishonoredRighteous's solution](#)

71.

23B

[Party](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1600 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[DishonoredRighteous's solution](#)

72.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[DishonoredRighteous's solution](#)

73.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[DishonoredRighteous's solution](#)

74.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[DishonoredRighteous's solution](#)

75.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[DishonoredRighteous's solution](#)

76.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[DishonoredRighteous's solution](#)

77.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,662 global accepts · Rating: 1700 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[DishonoredRighteous's solution](#)

78.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[DishonoredRighteous's solution](#)

79.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[DishonoredRighteous's solution](#)

80.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · Java 8 (first AC) · Tags: binary search, sortings

[DishonoredRighteous's solution](#)

81.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · Java 8 (first AC) · Tags: geometry, hashing, number theory

[DishonoredRighteous's solution](#)

82.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[DishonoredRighteous's solution](#)

83.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[DishonoredRighteous's solution](#)

84.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[DishonoredRighteous's solution](#)

85.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[DishonoredRighteous's solution](#)

86.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[DishonoredRighteous's solution](#)

87.

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[DishonoredRighteous's solution](#)

88.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[DishonoredRighteous's solution](#)

89.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
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90.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, sortings
[DishonoredRighteous's solution](#)

91.

195C

[Try and Catch](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 1800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: expression parsing, implementation
[DishonoredRighteous's solution](#)

92.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[DishonoredRighteous's solution](#)

93.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[DishonoredRighteous's solution](#)

94.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · last AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[DishonoredRighteous's solution](#)

95.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[DishonoredRighteous's solution](#)

96.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[DishonoredRighteous's solution](#)

97.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[DishonoredRighteous's solution](#)

98.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[DishonoredRighteous's solution](#)

99.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[DishonoredRighteous's solution](#)

100.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, matrices

[DishonoredRighteous's solution](#)

101.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[DishonoredRighteous's solution](#)

102.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[DishonoredRighteous's solution](#)

103.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-13 · last AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[DishonoredRighteous's solution](#)

104.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[DishonoredRighteous's solution](#)

105.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[DishonoredRighteous's solution](#)

106.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[DishonoredRighteous's solution](#)

107.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[DishonoredRighteous's solution](#)

108.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[DishonoredRighteous's solution](#)

109.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[DishonoredRighteous's solution](#)

110.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[DishonoredRighteous's solution](#)

111.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[DishonoredRighteous's solution](#)

112.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[DishonoredRighteous's solution](#)

113.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy
[DishonoredRighteous's solution](#)

114.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[DishonoredRighteous's solution](#)

115.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[DishonoredRighteous's solution](#)

116.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[DishonoredRighteous's solution](#)

117.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[DishonoredRighteous's solution](#)

118.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[DishonoredRighteous's solution](#)

119.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[DishonoredRighteous's solution](#)

120.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[DishonoredRighteous's solution](#)

121.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-15 · Java 8 (first AC) · Tags: interactive, math
[DishonoredRighteous's solution](#)

122.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[DishonoredRighteous's solution](#)

123.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[DishonoredRighteous's solution](#)

124.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[DishonoredRighteous's solution](#)

125.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · last AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[DishonoredRighteous's solution](#)

126.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[DishonoredRighteous's solution](#)

127.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[DishonoredRighteous's solution](#)

128.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[DishonoredRighteous's solution](#)

129.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[DishonoredRighteous's solution](#)

130.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · Java 8 (first AC) · Tags: data structures, dp, greedy

[DishonoredRighteous's solution](#)

131.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[DishonoredRighteous's solution](#)

132.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[DishonoredRighteous's solution](#)

133.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[DishonoredRighteous's solution](#)

134.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[DishonoredRighteous's solution](#)

135.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[DishonoredRighteous's solution](#)

136.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[DishonoredRighteous's solution](#)

137.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[DishonoredRighteous's solution](#)

138.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[DishonoredRighteous's solution](#)

139.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2020-07-31 · last AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[DishonoredRighteous's solution](#)

140.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[DishonoredRighteous's solution](#)

141.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[DishonoredRighteous's solution](#)

142.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[DishonoredRighteous's solution](#)

143.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[DishonoredRighteous's solution](#)

144.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
[DishonoredRighteous's solution](#)

145.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
[DishonoredRighteous's solution](#)

146.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[DishonoredRighteous's solution](#)

147.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · Java 8 (first AC) · Tags: binary search, geometry
[DishonoredRighteous's solution](#)

148.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs
[DishonoredRighteous's solution](#)

149.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers
[DishonoredRighteous's solution](#)

150.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[DishonoredRighteous's solution](#)

151.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[DishonoredRighteous's solution](#)

152.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, two pointers
[DishonoredRighteous's solution](#)

153.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle
[DishonoredRighteous's solution](#)

154.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive,

number theory

[DishonoredRighteous's solution](#)

155.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[DishonoredRighteous's solution](#)

156.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[DishonoredRighteous's solution](#)

157.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[DishonoredRighteous's solution](#)

158.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[DishonoredRighteous's solution](#)

159.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[DishonoredRighteous's solution](#)

160.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[DishonoredRighteous's solution](#)

161.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[DishonoredRighteous's solution](#)

162.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[DishonoredRighteous's solution](#)

163.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: flows

[DishonoredRighteous's solution](#)

164.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[DishonoredRighteous's solution](#)

165.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[DishonoredRighteous's solution](#)

166.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[DishonoredRighteous's solution](#)

167.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

168.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

169.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

170.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

171.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

172.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

173.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

174.

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

175.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

176.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

177.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

178.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

179.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

180.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

181.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

182.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

183.

101242F

[Longest Rivers](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

184.

101242D

[Clock Breaking](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

185.

101242I

[Road Times](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

186.

101242A

[Balanced Diet](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

187.

101242G

[Oil](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

188.

101242K

[String Theory](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

189.

101242L

[Swap Space](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

190.

101242B

[Branch Assignment](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

191.

101242C

[Ceiling Function](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

192.

101242E

[Forever Young](#) · [Tutorial](#)

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

[DishonoredRighteous's solution](#)

193.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

194.

101471A

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

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

195.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

196.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

197.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

198.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

199.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

200.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

201.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

202.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

203.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

204.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

205.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

206.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

207.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

208.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

209.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

210.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

211.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · Java 17 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

212.

102511B

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

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

213.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

214.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

215.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

216.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

217.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

218.

102511E

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

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

219.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

220.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

221.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

222.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

223.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

224.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

225.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

226.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

227.

103176F

[Find the Base](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

228.

103176D

[Drawing Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

229.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

230.

103176B

[Blokus Duo](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

231.

103176I

[Ice-cream Sampler](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

232.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

233.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

234.

103176C

[camelCaseCounting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

235.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

236.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

237.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

238.

103176E

[Eat More](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

239.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

240.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

241.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

242.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

243.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

244.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

245.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

246.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

247.

104128I

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

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

248.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

249.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

250.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

251.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

252.

104160A

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

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

253.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

254.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

255.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

256.

104334D

[LaLa and Magic Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

257.

104334G

[LaLa and Divination Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

258.

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

259.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

260.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

261.

104197G

[Graph Problem With Small \\$\\$\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

262.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

263.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

264.

104197D

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

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

265.

104197F

[F** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

266.

104197L

[Least Annoying Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

267.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

268.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

269.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

270.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

271.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

272.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

273.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

274.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

275.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

276.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

277.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

278.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

279.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

280.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[DishonoredRighteous's solution](#)

281.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[DishonoredRighteous's solution](#)

282.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[DishonoredRighteous's solution](#)

283.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[DishonoredRighteous's solution](#)

284.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-05 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[DishonoredRighteous's solution](#)

285.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[DishonoredRighteous's solution](#)

286.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[DishonoredRighteous's solution](#)

287.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[DishonoredRighteous's solution](#)

288.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-05 · Java 8 (first AC) · Tags: greedy, implementation, strings

[DishonoredRighteous's solution](#)

289.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[DishonoredRighteous's solution](#)

290.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[DishonoredRighteous's solution](#)

291.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-05 · Java 8 (first AC) · Tags: constructive algorithms

[DishonoredRighteous's solution](#)

292.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-05 · Java 8 (first AC) · Tags: brute force, implementation

[DishonoredRighteous's solution](#)

293.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[DishonoredRighteous's solution](#)

294.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

295.

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

296.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

297.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

298.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

299.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

300.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

301.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

302.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

303.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · last AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

304.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

305.

103185B

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

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

306.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

307.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · last AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

308.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

309.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

310.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

311.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

312.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

313.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

314.

101741K

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

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

315.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

316.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · last AC: 2021-12-26 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

317.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

318.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

319.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

320.

103470E

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

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

321.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

322.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

323.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

324.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

325.

1020861

[AD2C8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2021-12-03 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

326.

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

327.

102155I

[\$\\$ \leq \\$\$ or \$\\$ \geq \\$\$](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

328.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

329.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

330.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

331.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

332.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

333.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

334.

101987C

[Disks Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

335.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

336.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

337.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

338.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

339.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

340.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

341.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

342.

101987K

[TV Show Game](#) · Tutorial

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

343.

101987D

[Go Latin](#) · Tutorial

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

344.

1531E3

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[DishonoredRighteous's solution](#)

345.

1531E2

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[DishonoredRighteous's solution](#)

346.

1531E1

[B >D<BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: *special

[DishonoredRighteous's solution](#)

347.

1531D

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

Quality: 370 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[DishonoredRighteous's solution](#)

348.

1531C

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

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[DishonoredRighteous's solution](#)

349.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[DishonoredRighteous's solution](#)

350.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[DishonoredRighteous's solution](#)

351.

103049G

[Great Expectations](#) · Tutorial

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

352.

1531A

[At8CÔ3OT@i||color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[DishonoredRighteous's solution](#)

353.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

354.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

355.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

356.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

357.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

358.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

359.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

360.

103049C

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

Rating: — · first AC: 2021-05-27 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

361.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

362.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

363.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · last AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

364.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

365.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

366.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

367.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

368.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · Java 11 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

369.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

370.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

371.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

372.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

373.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

374.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

375.

102439G

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

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

376.

102439L

[The only winner](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

377.

102439C

[Cockroach Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

378.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

379.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

380.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

381.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

382.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

383.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

384.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

385.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

386.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

387.

101473B

[Balloon](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

388.

101473C

[Boss](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

389.

101473H

[Buses](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

390.

101473J

[Trucks](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

391.

101473I

[Patches](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

392.

101473G

[Lines of Containers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

393.

101473D

[Folding Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

394.

101473F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

395.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

396.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

397.

102168F

[B D00f1aD,,8C\\$0Dò <Cä=CTBC](#)

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

[DishonoredRighteous's solution](#)

398.

102168G

[AÔ00c10D\\$8Dò =C :CÔ>Cò:C€](#)

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

[DishonoredRighteous's solution](#)

399.

102168E

[A000i8C#8](#)

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

[DishonoredRighteous's solution](#)

400.

102168H

[B UD00D\\$>C\\$AC#0Dò 4C,,;CT<CÄ0](#)

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

[DishonoredRighteous's solution](#)

401.

102168I

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

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

[DishonoredRighteous's solution](#)

402.

102168K

[A#10D#CB 4CT@CT2C](#)

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

[DishonoredRighteous's solution](#)

403.

102168M

[A\\$K000C#;C O Cä1Cä;CäGC#0](#)

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

[DishonoredRighteous's solution](#)

404.

102168L

[A05D15C\\$>D >D\\$K](#)

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

[DishonoredRighteous's solution](#)

405.

102168J

[A.,3D0i0 ?CT@CTAD\\$0CÔ>C\\$:Cä9](#)

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

[DishonoredRighteous's solution](#)

406.

102168C

[B10cä1CäGC#8](#)

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

[DishonoredRighteous's solution](#)

407.

102168D

[A-50ros0D=Cä3Cä AC,,<C\\$>C´0](#)

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

[DishonoredRighteous's solution](#)

408.

102168B

[B408>CT=C,,O](#)

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

[DishonoredRighteous's solution](#)

409.

102168A

[B @CT4CÔ5CR 0D 8DD<CTBC,,GCTACα>CP](#)

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

[DishonoredRighteous's solution](#)

410.

102354J

[Tree Automorphisms · Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

411.

102354E

[Decimal Expansion · Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

412.

102354C

[Money Sharing · Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

413.

102267E

[Robots Hard · Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

414.

102267G

[Diet · Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

415.

102267L

[ABC · Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

416.

102267F

[Arena Olympics · Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

417.

102267I

[Ultimate Army · Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

418.

102267D

[Robots Easy · Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

419.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

420.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

421.

102267H

[Circle of Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

422.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

423.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

424.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

425.

102644F

[Min Path](#) · [Tutorial](#)

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426.

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427.

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428.

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429.

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[Random Mood](#) · [Tutorial](#)

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430.

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431.

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[Pizza Delivery](#) · [Tutorial](#)

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432.

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[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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433.

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[Black or White](#) · [Tutorial](#)

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[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

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435.

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[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · Java 8 (first AC) · Tags: —

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438.

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Rating: — · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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

Rating: — · first AC: 2020-05-17 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

440.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · MS C++ 2017 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

441.

101623I

[Installing Apps](#) · Tutorial

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

442.

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[Juggling Troupe](#) · Tutorial

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

443.

101623G

[Glyph Recognition](#) · Tutorial

Rating: — · first AC: 2020-05-17 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

444.

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[High Score](#) · Tutorial

Rating: — · first AC: 2020-05-17 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

445.

101623D

[Dunqlish](#) · Tutorial

Rating: — · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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446.

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[Boss Battle](#) · Tutorial

Rating: — · first AC: 2020-05-17 · Java 8 (first AC) · Tags: —

[DishonoredRighteous's solution](#)

447.

102591H

[With love from A\(rr\)\(b\)ay](#) · Tutorial

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

448.

102591G

[BBD&C,,BCT;C€](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

449.

102591I

[A4@C&C=>D BDÂ 4C,,=C <C,,:C](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

450.

102591F

[B-00t4GT;CT=C,,5 CÔ0 Cò0D K](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

451.

102591C

[Aô@C&A Cò5CαB D > D 2CTBCädCä@C <C€](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

452.

102591B

[Bö3Cä4D²Ö?Cä6C,,@ C BCT;C€](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

453.

102591A

[3435 · Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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454.

102569C

[Manhattan Distance · Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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455.

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457.

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[The Battle of Mages · Tutorial](#)

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458.

102569K

[Table · Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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459.

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Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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460.

102569F

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Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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461.

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[Sorting Colored Array · Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

462.

102569H

[Tree Painting · Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

463.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

464.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

465.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

466.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

467.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[DishonoredRighteous's solution](#)

468.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

469.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

470.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

471.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[DishonoredRighteous's solution](#)

472.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[DishonoredRighteous's solution](#)

473.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

[DishonoredRighteous's solution](#)

474.

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[DishonoredRighteous's solution](#)

475.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[DishonoredRighteous's solution](#)

476.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[DishonoredRighteous's solution](#)

477.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[DishonoredRighteous's solution](#)