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Unique solved — EzikBro

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

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

Filters: none

Count: 873

1.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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2.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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3.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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4.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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5.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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6.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

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7.

1987A

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Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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8.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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9.

1922A

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Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

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10.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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11.

1328A

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

Quality: 131,930 global accepts · Rating: 800 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: math

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12.

705A

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Quality: 132,123 global accepts · Rating: 800 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: implementation

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13.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: implementation

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14.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: implementation

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15.

200B

[Drinks](#) · [Tutorial](#)

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16.

136A

[Presents](#) · [Tutorial](#)

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17.

467A

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[EzickBro's solution](#)

18.

271A

[Beautiful Year](#) · [Tutorial](#)

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19.

677A

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Quality: 180,674 global accepts · Rating: 800 · first AC: 2024-01-01 · PyPy 3-64 (first AC) · Tags: implementation

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20.

1903A

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21.

1891A

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22.

1870A

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23.

266B

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24.

41A

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25.

734A

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26.

110A

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27.

977A

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28.

617A

[Elephant](#) · [Tutorial](#)

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29.

791A

[Bear and Big Brother](#) · [Tutorial](#)

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30.

236A

[Boy or Girl](#) · [Tutorial](#)

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31.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

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32.

1833A

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Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
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33.

1806A

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34.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings
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35.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
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36.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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37.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

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38.

1754B

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

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39.

1754A

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40.

1644B

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41.

1644A

[Doors and Keys](#) · [Tutorial](#)

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42.

1638A

[Reverse](#) · [Tutorial](#)

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43.

1624A

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44.

1625A

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

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45.

1557A

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46.

1549A

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47.

1541A

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48.

1539B

[Love Song](#) · [Tutorial](#)

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49.

1482A

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50.

1487A

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51.

1437A

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52.

1413A

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53.

1398A

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54.

1398B

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[EzickBro's solution](#)

55.

1391B

[Fix You](#) · [Tutorial](#)

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56.

1391A

[Subarrays](#) · [Tutorial](#)

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57.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: greedy, math

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58.

1399B

[Gifts Fixing](#) · [Tutorial](#)

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59.

1399A

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60.

1388A

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61.

1389A

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[EzickBro's solution](#)

62.

1382A

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

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63.

1385B

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64.

1385A

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65.

1372A

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66.

1371A

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67.

1374A

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68.

1369A

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69.

1223A

[CME](#) · [Tutorial](#)

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70.

1154A

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71.

1118A

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72.

1091A

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73.

1081A

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74.

546A

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75.

686A

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76.

116A

[Tram](#) · [Tutorial](#)

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77.

263A

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78.

281A

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[EzickBro's solution](#)

79.

266A

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80.

339A

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81.

112A

[Petya and Strings](#) · [Tutorial](#)

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82.

282A

[Bit++](#) · [Tutorial](#)

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83.

50A

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84.

231A

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[EzickBro's solution](#)

85.

158A

[Next Round](#) · [Tutorial](#)

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[EzickBro's solution](#)

86.

71A

[Way Too Long Words](#) · [Tutorial](#)

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87.

4A

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88.

1030A

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[EzickBro's solution](#)

89.

2110B

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90.

1888A

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[EzickBro's solution](#)

91.

1860A

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92.

1833B

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Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[EzickBro's solution](#)

93.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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94.

1794B

[Not Dividing](#) · [Tutorial](#)

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95.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

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96.

1559A

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97.

1467A

[Wizard of Orz](#) · [Tutorial](#)

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98.

1419A

[Digit Game](#) · [Tutorial](#)

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99.

913A

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100.

1374B

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101.

1373B

[01 Game](#) · [Tutorial](#)

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102.

96A

[Football](#) · [Tutorial](#)

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103.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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104.

1998B

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105.

1987B

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Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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106.

1888B

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107.

69A

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108.

1786C

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[EzickBro's solution](#)

109.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[EzickBro's solution](#)

110.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-25 · PyPy 3 (first AC) · Tags: combinatorics, geometry, greedy, math

[EzickBro's solution](#)

111.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[EzickBro's solution](#)

112.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: math

[EzickBro's solution](#)

113.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · PyPy 3 (first AC) · Tags: brute force, math

[EzickBro's solution](#)

114.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: greedy, math

[EzickBro's solution](#)

115.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,946 global accepts · Rating: 1000 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: greedy, strings

[EzickBro's solution](#)

116.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[EzickBro's solution](#)

117.

1259A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: implementation

[EzickBro's solution](#)

118.

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · PyPy 3 (first AC) · Tags: strings

[EzickBro's solution](#)

119.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · Python 3 (first AC) · Tags: brute force, strings

[EzickBro's solution](#)

120.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2018-10-25 · Python 3 (first AC) · Tags: brute force, implementation, math

[EzickBro's solution](#)

121.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,473 global accepts · Rating: 1000 · first AC: 2018-10-22 · Python 3 (first AC) · Tags: implementation, strings

[EzickBro's solution](#)

122.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,300 global accepts · Rating: 1000 · first AC: 2018-10-22 · Python 3 (first AC) · Tags: math

[EzickBro's solution](#)

123.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[EzickBro's solution](#)

124.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[EzickBro's solution](#)

125.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[EzickBro's solution](#)

126.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[EzickBro's solution](#)

127.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: greedy, sortings

[EzickBro's solution](#)

128.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: implementation

[EzickBro's solution](#)

129.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[EzickBro's solution](#)

130.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: dp, games

[EzickBro's solution](#)

131.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: math

[EzickBro's solution](#)

132.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2018-10-22 · Python 3 (first AC) · Tags: *special, greedy, implementation

[EzickBro's solution](#)

133.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · MS C++ (first AC) · Tags: geometry

[EzickBro's solution](#)

134.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[EzickBro's solution](#)

135.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[EzickBro's solution](#)

136.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,768 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[EzickBro's solution](#)

137.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[EzickBro's solution](#)

138.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[EzickBro's solution](#)

139.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[EzickBro's solution](#)

140.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[EzickBro's solution](#)

141.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math
[EzikBro's solution](#)

142.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2023-01-04 · PyPy 3-64 (first AC) · Tags: math, number theory

[EzikBro's solution](#)

143.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-18 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[EzikBro's solution](#)

144.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-27 · PyPy 3 (first AC) · Tags: brute force, implementation, math, number theory

[EzikBro's solution](#)

145.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, math

[EzikBro's solution](#)

146.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[EzikBro's solution](#)

147.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: brute force, greedy, two pointers

[EzikBro's solution](#)

148.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: greedy

[EzikBro's solution](#)

149.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[EzikBro's solution](#)

150.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[EzikBro's solution](#)

151.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[EzikBro's solution](#)

152.

1259B

[Make Them Odd](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: greedy, number theory

[EzickBro's solution](#)

153.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[EzickBro's solution](#)

154.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · Python 3 (first AC) · Tags: math

[EzickBro's solution](#)

155.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · Python 3 (first AC) · Tags: implementation

[EzickBro's solution](#)

156.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[EzickBro's solution](#)

157.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[EzickBro's solution](#)

158.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[EzickBro's solution](#)

159.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[EzickBro's solution](#)

160.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[EzickBro's solution](#)

161.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[EzickBro's solution](#)

162.

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[EzickBro's solution](#)

163.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[EzickBro's solution](#)

164.

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[EzickBro's solution](#)

165.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[EzickBro's solution](#)

166.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: greedy, sortings

[EzickBro's solution](#)

167.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[EzickBro's solution](#)

168.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[EzickBro's solution](#)

169.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: math

[EzickBro's solution](#)

170.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[EzickBro's solution](#)

171.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[EzickBro's solution](#)

172.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[EzickBro's solution](#)

173.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[EzickBro's solution](#)

174.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[EzickBro's solution](#)

175.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[EzickBro's solution](#)

176.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[EzickBro's solution](#)

177.

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

[EzickBro's solution](#)

178.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-09 · PyPy 3 (first AC) · Tags: graphs, greedy

[EzickBro's solution](#)

179.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[EzickBro's solution](#)

180.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[EzickBro's solution](#)

181.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: math, sortings, two pointers

[EzickBro's solution](#)

182.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, math, sortings, two pointers

[EzickBro's solution](#)

183.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · Python 3 (first AC) · Tags: implementation, math

[EzickBro's solution](#)

184.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math,

number theory

[EzikBro's solution](#)

185.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[EzikBro's solution](#)

186.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[EzikBro's solution](#)

187.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[EzikBro's solution](#)

188.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[EzikBro's solution](#)

189.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[EzikBro's solution](#)

190.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[EzikBro's solution](#)

191.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-01-04 · PyPy 3-64 (first AC) · Tags: dp, greedy, number theory

[EzikBro's solution](#)

192.

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[EzikBro's solution](#)

193.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

194.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · PyPy 3 (first AC) · Tags: implementation, math

[EzikBro's solution](#)

195.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[EzikBro's solution](#)

196.

1418C

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

Quality: 28,147 global accepts · Rating: 1500 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, shortest paths

[EzikBro's solution](#)

197.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: combinatorics, dp, graphs, math

[EzikBro's solution](#)

198.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[EzikBro's solution](#)

199.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[EzikBro's solution](#)

200.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[EzikBro's solution](#)

201.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[EzikBro's solution](#)

202.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[EzikBro's solution](#)

203.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[EzikBro's solution](#)

204.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[EzicBro's solution](#)

205.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[EzicBro's solution](#)

206.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[EzicBro's solution](#)

207.

1754D

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

Rating: 1600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math

[EzicBro's solution](#)

208.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · PyPy 3 (first AC) · Tags: greedy, number theory

[EzicBro's solution](#)

209.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-02 · PyPy 3 (first AC) · Tags: *special, implementation, number theory

[EzicBro's solution](#)

210.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[EzicBro's solution](#)

211.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-29 · PyPy 3 (first AC) · Tags: graphs, greedy, shortest paths, trees

[EzicBro's solution](#)

212.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: data structures, dp, math

[EzicBro's solution](#)

213.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[EzicBro's solution](#)

214.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[EzicBro's solution](#)

215.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

[EzickBro's solution](#)

216.

1373D

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

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[EzickBro's solution](#)

217.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: data structures, greedy

[EzickBro's solution](#)

218.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[EzickBro's solution](#)

219.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[EzickBro's solution](#)

220.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[EzickBro's solution](#)

221.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[EzickBro's solution](#)

222.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[EzickBro's solution](#)

223.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[EzickBro's solution](#)

224.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[EzickBro's solution](#)

225.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[EzicBro's solution](#)

226.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: brute force, implementation

[EzicBro's solution](#)

227.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[EzicBro's solution](#)

228.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-21 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[EzicBro's solution](#)

229.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[EzicBro's solution](#)

230.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[EzicBro's solution](#)

231.

1922E

[Increasing Subsequences](#) · [Tutorial](#)

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[EzicBro's solution](#)

232.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[EzicBro's solution](#)

233.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[EzicBro's solution](#)

234.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[EzicBro's solution](#)

235.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[EzicBro's solution](#)

236.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[EzicBro's solution](#)

237.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2020-09-01 · PyPy 3 (first AC) · Tags: brute force, number theory

[EzicBro's solution](#)

238.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2020-08-27 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[EzicBro's solution](#)

239.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory

[EzicBro's solution](#)

240.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings

[EzicBro's solution](#)

241.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[EzicBro's solution](#)

242.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graph matchings, graphs

[EzicBro's solution](#)

243.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[EzicBro's solution](#)

244.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[EzicBro's solution](#)

245.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[EzicBro's solution](#)

246.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[EzikBro's solution](#)

247.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[EzikBro's solution](#)

248.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[EzikBro's solution](#)

249.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[EzikBro's solution](#)

250.

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[EzikBro's solution](#)

251.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[EzikBro's solution](#)

252.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, math, trees

[EzikBro's solution](#)

253.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[EzikBro's solution](#)

254.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[EzikBro's solution](#)

255.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[EzikBro's solution](#)

256.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[EzickBro's solution](#)

257.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[EzickBro's solution](#)

258.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[EzickBro's solution](#)

259.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy

[EzickBro's solution](#)

260.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[EzickBro's solution](#)

261.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[EzickBro's solution](#)

262.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[EzickBro's solution](#)

263.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[EzickBro's solution](#)

264.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar

[EzickBro's solution](#)

265.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[EzickBro's solution](#)

266.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[EzickBro's solution](#)

267.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[EzickBro's solution](#)

268.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[EzickBro's solution](#)

269.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, strings

[EzickBro's solution](#)

270.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

[EzickBro's solution](#)

271.

1017146

[B B @ C O C = C, , 3C](#)

Rating: — · first AC: 2025-06-02 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

272.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[EzickBro's solution](#)

273.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[EzickBro's solution](#)

274.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EzickBro's solution](#)

275.

101572D

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

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EzickBro's solution](#)

276.

101572G

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[EzickBro's solution](#)

277.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[EzickBro's solution](#)

278.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[EzickBro's solution](#)

279.

100287C

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

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

280.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

281.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

282.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

283.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

284.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

285.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

286.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

287.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

288.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

289.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

290.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

291.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

292.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

293.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

294.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

295.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

296.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

297.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

298.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

299.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

300.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

301.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

302.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

303.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

304.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

305.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

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

[EzickBro's solution](#)

306.

101177D

[Dendroctonus](#) · [Tutorial](#)

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

[EzickBro's solution](#)

307.

101177J

[Just Terraffic!](#) · [Tutorial](#)

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

[EzickBro's solution](#)

308.

101177I

[Intuidiff II](#) · [Tutorial](#)

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

[EzickBro's solution](#)

309.

101177F

[False Intelligence](#) · [Tutorial](#)

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

[EzickBro's solution](#)

310.

101177E

[Election Frenzy](#) · [Tutorial](#)

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

[EzikBro's solution](#)

311.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

312.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

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

[EzikBro's solution](#)

313.

101190J

[Jenga Boom](#) · [Tutorial](#)

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

[EzikBro's solution](#)

314.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

315.

101190A

[Abbreviation](#) · [Tutorial](#)

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

[EzikBro's solution](#)

316.

101190F

[Foreign Postcards](#) · [Tutorial](#)

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

[EzikBro's solution](#)

317.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

318.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

319.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

320.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

321.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

322.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

323.

101482I

[Indoorienteering](#) · [Tutorial](#)

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

[EzikBro's solution](#)

324.

101482K

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

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

[EzikBro's solution](#)

325.

101482D

[Digi Comp II](#) · [Tutorial](#)

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

[EzikBro's solution](#)

326.

101482F

[Finding Lines](#) · [Tutorial](#)

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

[EzikBro's solution](#)

327.

101482H

[Hyacinth](#) · [Tutorial](#)

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

[EzikBro's solution](#)

328.

101482E

[Euclidean TSP](#) · [Tutorial](#)

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

[EzikBro's solution](#)

329.

101482C

[Cent Savings](#) · [Tutorial](#)

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

[EzikBro's solution](#)

330.

101482J

[Judging Troubles](#) · [Tutorial](#)

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

[EzikBro's solution](#)

331.

101482B

[Biking Duck](#) · [Tutorial](#)

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

[EzikBro's solution](#)

332.

103860G

[Integer Game](#) · [Tutorial](#)

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

[EzikBro's solution](#)

333.

103860E

[Elegant Tetris](#) · [Tutorial](#)

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

[EzikBro's solution](#)

334.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

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

[EzikBro's solution](#)

335.

103860L

[Paid Leave](#) · [Tutorial](#)

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

[EzikBro's solution](#)

336.

103860F

[Modulo](#) · [Tutorial](#)

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

[EzikBro's solution](#)

337.

103860A

[Mash](#) · [Tutorial](#)

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

[EzikBro's solution](#)

338.

104768I

[Barkley II](#) · [Tutorial](#)

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

[EzikBro's solution](#)

339.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzikBro's solution](#)

340.

104768M

[Flipping Cards](#) · [Tutorial](#)

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

[EzikBro's solution](#)

341.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

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

[EzikBro's solution](#)

342.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

343.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

344.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

345.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

346.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

347.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

348.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

349.

101630A

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

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

350.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

351.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

352.

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

353.

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

354.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

355.

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

356.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

357.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

358.

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

359.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

360.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

361.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

362.

104314J

[Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

363.

104314G

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

Rating: — · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

364.

104314C

[Regular expression](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

365.

104314H

[Game Case](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

366.

104314F

[Fragment](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

367.

104314D

[Antique Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

368.

104314I

[Cutting a Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

369.

104314E

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

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

370.

104314B

[Inequalities](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

371.

104314A

[Natasha and Cats](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

372.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

373.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

374.

102920A

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

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

375.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

376.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

377.

102920E

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

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

378.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

379.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

380.

102920B

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

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

381.

104369F

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

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

382.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

383.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

384.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

385.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

386.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

387.

104369A

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

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

388.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

389.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

390.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

391.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

392.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

393.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

394.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

395.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

396.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

397.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

398.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzicBro's solution](#)

399.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzicBro's solution](#)

400.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · PyPy 3-64 (first AC) · Tags: —

[EzicBro's solution](#)

401.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

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

[EzicBro's solution](#)

402.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzicBro's solution](#)

403.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

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

[EzicBro's solution](#)

404.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzicBro's solution](#)

405.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzicBro's solution](#)

406.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzicBro's solution](#)

407.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzicBro's solution](#)

408.

102966C

[CLETS Patrols](#) · [Tutorial](#)

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

[EzicBro's solution](#)

409.

104149D

[Document Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

410.

104149B

[Basic Brewing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

411.

104149J

[Joint Jinx](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

412.

104149A

[Alohomora and Colloportus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

413.

104149I

[Inconspicuous Identity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

414.

104149C

[Cellar Chase](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

415.

104149E

[Enchanted Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

416.

104149F

[Forming Friendships](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

417.

104149G

[Going for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

418.

104149K

[Kettle Kitten](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

419.

104149L

[Longbottom Leap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

420.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

421.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

422.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

423.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

424.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

425.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

426.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

427.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[EzickBro's solution](#)

428.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[EzickBro's solution](#)

429.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

430.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

431.

104059I

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

432.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

433.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

434.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

435.

104059A

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

Rating: — · first AC: 2022-11-22 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

436.

104059C

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

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

437.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

438.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

439.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2022-11-17 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

440.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

441.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

442.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

443.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

444.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

445.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

446.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

447.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

448.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

449.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

450.

103061A

[stral Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

451.

103061E

[clipping Star](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

452.

103061F

[leeing Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

453.

103061C

[hivalric Blossom](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

454.

103061J

[juvenile Galant](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

455.

103061B

[lazing Riff](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

456.

103061N

[anikore](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

457.

103061I

[cy Resurrection](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · PyPy 3 (first AC) · Tags: —

[EzickBro's solution](#)

458.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

459.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

460.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

461.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

462.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

463.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

464.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

465.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

466.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · Python 3 (first AC) · Tags: —

[EzickBro's solution](#)

467.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

468.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

469.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

470.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

471.

101845D

[Divorce](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

472.

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

473.

101845B

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

474.

101845K

[Keep Your Style](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

475.

101845E

[Equilateral Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

476.

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

477.

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

478.

101845C

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

479.

101845H

[Happy Birthday UN](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · PyPy 3-64 (first AC) · Tags: —

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480.

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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481.

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

482.

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

483.

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

484.

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

485.

103824A

[Saviorjri](#)

Rating: — · first AC: 2022-07-11 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

486.

102139E

[B&D's D >C >D\\$>D\\$5DT=C,,:](#)

Rating: — · first AC: 2022-07-05 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

487.

102139J

[A,,E0\\$5D AC,,O C" BC 1C`8Dd5](#)

Rating: — · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

488.

102139K

[A@C#5C#B](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

489.

102139H

[A@OTGC BC#8](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

490.

102139A

[A\\$TCo#0ä6C0> C,,7 AT BÐ](#)

Rating: — · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

491.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

492.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

493.

102348B

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

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

494.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

495.

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

496.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

497.

102470B

[Working at the Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

498.

102470I

[Happy Telephones](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

499.

103367H

[AÖÖD=Cä5 CöCC40CÖ8CP](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

500.

103367F

[B 8D\\$C ; CäGC,,ICT=C,,O](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

501.

103367B

[B4A0\\$@ C HC ND"8C' ?C ;C,,=CD@Cä<](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

502.

103367E

[AÖÖD=Cä <CT=DÄHCR 4Cä@Cä3!](#)

Rating: — · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

503.

101653T

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

504.

101653W

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

505.

101653X

[Wrench](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

506.

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

507.

101653U

[Top 25](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

508.

1016530

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

509.

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

510.

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

511.

103351I

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

Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

512.

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

513.

103351J

[Maximal perfectionism](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

514.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

515.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

516.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

517.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

518.

102058H

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

519.

102058J

[Rising Sun](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

520.

102058E

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

521.

102058K

[Voronoi Diagram Returns](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

522.

102058M

[Coke Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

523.

102058L

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

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

524.

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

525.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

526.

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

527.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

528.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

529.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

530.

1034850

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

531.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

532.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

533.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

534.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

535.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

536.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

537.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

538.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

539.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

540.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

541.

102875J

[Just Multiplicative Inverse](#) · Tutorial

Rating: — · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

542.

102875H

[Happy Morse Code](#) · Tutorial

Rating: — · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

543.

102875C

[Cats](#) · Tutorial

Rating: — · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

544.

103411J

[Juggle Sort](#) · Tutorial

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

545.

103411L

[AGTC Matrix](#) · Tutorial

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

546.

103411H

[A7C0=Cä7](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

547.

103411C

[A\\$AOT C JCT<C'ND"0Dò C ;C :D\\$8D:5D :C O AÄ0C48D BD 0C`LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

548.

103411K

[Shark Attack](#) · Tutorial

Rating: — · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

549.

103411G

[A=0DUBDÀ D:8D ;C À CD2C 7C :C`8CÔ0CÔ8Dò](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

550.

103411F

[B 0C40 GC \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

551.

103411D

[ADAc0?C ;C,,=CD@Cä<](#)

Rating: — · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

552.

103411A

[AD8DrBC =Dd8Cä=CÔ>CR >C CDt5CÔ8CP](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

553.

103411B

[A&JCBiaD" ACT9DDO](#)

Rating: — · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

554.

103535C

[Fall with Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

555.

103535G

[Link with Limit](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

556.

103535E

[Link with EQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

557.

103535H

[Smzzl with Greedy Snake](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

558.

103535J

[Smzzl with Tropical Taste](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

559.

103457I

[B 8CÄ1C,,>D\\$K C\\$=D4BD 8](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

560.

103457F

[B 0Cä1C TIC=C,,5 D 8CÄ1C,,>D\\$>C](#)

Rating: — · first AC: 2022-05-14 · last AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

561.

103457E

[Secure Prison](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

562.

103457A

[BSIC BCT;DÄ=Cä5 Cö;C =C,,@Cä2C =C,,5](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

563.

103457C

[A! ?C&@D :C E A\\$5CÔ>CÄ0](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

564.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

565.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

566.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

567.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

568.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

569.

103486B

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

Rating: — · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

570.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

571.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · last AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

572.

103443B

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

Rating: — · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

573.

103443D

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

Rating: — · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

574.

103443M

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

Rating: — · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

575.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

576.

103492J

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

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

577.

103492K

[Jumping Monkey](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

578.

103492E

[Monopoly](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

579.

103492B

[Kanade Doesn't Want to Learn CG](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

580.

103492F

[Nun Heh Heh Aaaaaaaaaaaaa](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

581.

103492D

[Primality Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

582.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

583.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

584.

103081K

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

Rating: — · first AC: 2022-05-01 · MS C++ 2017 (first AC) · Tags: —

[EzickBro's solution](#)

585.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

586.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

587.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

588.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

589.

103447B

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

Rating: — · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

590.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

591.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

592.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

593.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

594.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

595.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

596.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

597.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

598.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

599.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

600.

100959L

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

Rating: — · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

601.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

602.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

603.

103470M

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

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

604.

103470C

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

Rating: — · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

605.

103470A

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

Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

606.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

607.

102979I

[Integer Array Shuffle](#) · Tutorial

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

608.

103637A

[Agile permutation](#) · Tutorial

Rating: — · first AC: 2022-04-02 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

609.

103637K

[K-ones xor](#) · Tutorial

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

610.

103637I

[Items in boxes](#) · Tutorial

Rating: — · first AC: 2022-04-02 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

611.

103637C

[Crossed out letter](#) · Tutorial

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

612.

103637L

[Long integer](#) · Tutorial

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

613.

103637B

[BSUIR Open X](#) · Tutorial

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

614.

103630G

[B C C D x 0 L D B 8 A 5 D = C @ C @](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

615.

103630C

[B C C D x 0 L D B 8 I Q A o \\$ A à](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

616.

103630D

[B C C D x 0 L D B 8 C Ä 0 D B C T @ D : C ä 5 C t 0 D t 0 D > C \\$ 0 C Ô 8 C P](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

617.

103630A

[B C C D x 0 L D B 8 D 1 C ä @ C x 0 C x > C Ä ? D Ä N D \\$ 5 D > C](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

618.

103630J

[B CDDG`LDB 8 D 0Ct=CäFC\\$5D\\$=C O D\\$0C ;C,,FC](#)

Rating: — · first AC: 2022-03-30 · PyPy 3 (first AC) · Tags: —

[EzikBro's solution](#)

619.

103630E

[B CDDG`LDB 8 Ct2CT7CDK](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

620.

103630H

[B CDDG`LDB 8 C\\$KD,,8C\\$:C :D 5D BC,,:Cä<](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

621.

102319A

[Andrew and Efficient Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

622.

102319G

[Jonathan and Jason at the Jowling Jalley I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

623.

101368C

[Control function](#) · [Tutorial](#)

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

[EzikBro's solution](#)

624.

101368F

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

625.

101368J

[XYZX 2009](#) · [Tutorial](#)

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

[EzikBro's solution](#)

626.

101368B

[Beatiful graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

627.

102535I

[Knight's Tour: The Beginnings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

628.

102535K

[Kim Possible and the Mooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

629.

102535F

[Go Go ? · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

630.

102535B

[Working with Locks 2 · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

631.

102535H

[Beep Bop Boop · Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

632.

102535G

[007: You Only Live Thrice · Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

633.

102535E

[Potent Plants · Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

634.

102535C

[Working with Locks 3 · Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

635.

102535A

[Working With Locks · Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

636.

102535D

[Clingy Mo · Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

637.

100885B

[A<50'5Ct=C O CD>D >C40](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

638.

100885A

[A..k0T1aC ACä1D BC\\$5CÔ=D`5](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

639.

100885D

[A\\$7D6BDÂ 2D 5 CäAD\\$0D\\$:C€](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

640.

100885C

[The Last Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

641.

100375D

[Wild Card: Subway](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

642.

100375G

[What is the Answer?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

643.

100375E

[Wild Card: Bus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

644.

100375F

[Windrunner at Your Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

645.

100590C

[Two squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

646.

100590E

[Booking office](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

647.

100590D

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

648.

100590B

[High heel shoes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

649.

100590A

[Awesome number](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

650.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

651.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

652.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

653.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

654.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

655.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

656.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

657.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

658.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

659.

100325D

[False RSA](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

660.

100325A

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

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

661.

100325H

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

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

662.

100589A

[Queries on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

663.

100589H

[Count Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

664.

100589J

[Three Sorted Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

665.

100589G

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

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

666.

100589I

[Laughing Out Loud](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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667.

100589C

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668.

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[Count Palindromes](#) · [Tutorial](#)

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669.

100338C

[Important Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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670.

100338F

[Spam Filter](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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671.

100338I

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: —

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672.

100338H

[High Speed Trains](#) · [Tutorial](#)

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673.

100338E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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674.

101366I

[Tiny Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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675.

101366C

[A Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

676.

101366G

[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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677.

103463K

[LTS buy wine](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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678.

103463I

[LTS and rectangular area union](#) · [Tutorial](#)

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[EzickBro's solution](#)

679.

103463H

[Hsueh- and keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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680.

103463D

[Dup4 and pebble pile](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

681.

103463A

[A simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · last AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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682.

103463L

[Line problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

683.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

684.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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685.

102004D

[Long Distance Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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686.

102004F

[City Merger](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

687.

102004A

[Gift from the Goddess of Programming](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

688.

102004B

[The Sorcerer's Donut](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

689.

103401G

[Environmental friendly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

690.

103401B

[SVM](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

691.

103401H

[Observe](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

692.

103401L

[Carrot Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

693.

103401F

[lzd is a scout](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

694.

103401M

[Debug it!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

695.

100340E

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

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

696.

100340H

[Boat Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

697.

100340D

[Irreducible Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

698.

100340C

[eFig](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

699.

100340I

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

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

700.

100340J

[New Year Tree Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

701.

100324G

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

Rating: — · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

702.

100324F

[Surface Genus](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

703.

100324D

[DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

704.

100324B

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

705.

100379C

[Fibonacci number's ratio \(the hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

706.

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

707.

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

708.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

709.

100374F

[Windrunner at Your Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

710.

100374A

[Who Calls the Crystal Maiden? \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

711.

100374G

[What is the Answer?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

712.

100374C

[Warlock \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

713.

100374B

[World of Dota: Cross \(Junior\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

714.

100339G

[Rectangular Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

715.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

716.

100339B

[Diversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

717.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

718.

100384V

[Stringangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

719.

100384T

[The dividing line](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

720.

100384R

[The incircle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

721.

100384N

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

722.

100384F

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

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

723.

100384H

[String without repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

724.

100384B

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

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

725.

100384P

[Competition](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

726.

100384J

[Beans gathering](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

727.

100384D

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

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

728.

100778E

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Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

729.

100778A

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Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

730.

100778J

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Rating: — · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

731.

100778C

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Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

732.

100778I

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Rating: — · first AC: 2022-01-14 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

733.

100778B

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Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

734.

101385G

[Power Sum Graphs · Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

735.

101385C

[Two Equal Squares · Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

736.

102431I

[Mr. Panda and Blocks · Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

737.

102431K

[Russian Dolls on the Christmas Tree · Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

738.

102431L

[Spiral Matrix · Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

739.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

740.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

741.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

742.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

743.

103438G

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

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

744.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

745.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

746.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

747.

103438A

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

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

748.

103456K

[Marbles Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

749.

103456E

[Ppopgi](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

750.

103456J

[Dastardly Dalgona](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

751.

103456C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

752.

103456D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

753.

103456F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

754.

103456H

[Maze Escape Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

755.

103456G

[Marbles Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

756.

103456I

[Exiting the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

757.

103455G

[Marbles Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

758.

103455I

[Exiting the Maze](#) · [Tutorial](#)

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759.

103455D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

760.

103455H

[Maze Escape Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

761.

103455C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

762.

103455B

[Prize Change](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

763.

103455A

[Fundraising the Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

764.

103455F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

765.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

766.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

767.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

768.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

769.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

770.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

771.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

772.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

773.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

774.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

775.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

776.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

777.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

778.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

779.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

780.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

781.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

782.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

783.

103458I

[A00Cf8CÔ4D >CÄ=C O D,,8DD@Cä2C=0](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

784.

103458G

[AS7Df8C\\$>Cä?C ACÔ0Dò ;CTAD\\$=C,,FC](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

785.

103458F

[A6f0C7fC D0 C" C CCÔ5](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

786.

103458B

[A70Cä8Ct2Cä4D BC\\$> AÄ5D FC =C,,O](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

787.

103458H

[A7fCÄfCä=CT=D\\$=C O DT8CÄ8Dö](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

788.

103458A

[B7fCö=C O D 5C :Dd8Dö](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

789.

103458C

[A7fCÄfCä=CT=D\\$=C O DT8CÄ8Dö](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

790.

103458D

[B7fCö=C,,@Cä2C=8 CÄ8D >D\\$2Cä@Dd5C](#)

Rating: — · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

791.

103466K

[Triangle · Tutorial](#)

Rating: — · first AC: 2021-12-07 · last AC: 2021-12-07 · MS C++ 2017 (first AC) · Tags: —

[EzickBro's solution](#)

792.

103466H

[Prince and Princess · Tutorial](#)

Rating: — · first AC: 2021-12-07 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

793.

103466C

[Digital Path · Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

794.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

795.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

796.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

797.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

798.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

799.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

800.

100134B

[Blind Problem Solving](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

801.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

802.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

803.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

804.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

805.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

806.

102391G

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

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

807.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

808.

102391A

6789 · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

809.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

810.

101158C

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

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

811.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

812.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

813.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

814.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

815.

101669F

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

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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816.

101669D

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Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

817.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

818.

101669A

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Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

819.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

820.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

821.

101608H

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

822.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

823.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

824.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

825.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

826.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

827.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

828.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

829.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

830.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

831.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

832.

101617I

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

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

833.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

834.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

835.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

836.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

837.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

838.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

839.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

840.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

841.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

842.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

843.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

844.

103416C

[Mura and love](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

845.

103416B

[SNEK](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

846.

103416H

[Cheap Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzickBro's solution](#)

847.

103416A

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · PyPy 3-64 (first AC) · Tags: —

[EzickBro's solution](#)

848.

103416G

[Favorite Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

849.

103416J

[Replace by sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

850.

103416D

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

851.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

852.

102823H

[Hamming Distance](#) · [Tutorial](#)

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

[EzikBro's solution](#)

853.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[EzikBro's solution](#)

854.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · PyPy 3-64 (first AC) · Tags: —

[EzikBro's solution](#)

855.

100963G

[Exact Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzikBro's solution](#)

856.

100963C

[First Experience](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · Python 3 (first AC) · Tags: —

[EzikBro's solution](#)

857.

100963B

[Greedy, Greedy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzikBro's solution](#)

858.

100941G

[Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzikBro's solution](#)

859.

100941A

[You're in the Army Now](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzikBro's solution](#)

860.

101367D

[Heavy Disc](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: —

[EzickBro's solution](#)

861.

101367C

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

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

862.

101367B

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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863.

100975F

[Simple Calculations](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

864.

100975H

[Sieve Coding](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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865.

100975D

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Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

866.

100975J

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Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

867.

100975E

[A+B=C](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

868.

100975A

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Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[EzickBro's solution](#)

869.

101370F

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

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

870.

101370K

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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871.

101370J

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Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[EzickBro's solution](#)

872.

101370C

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Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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873.

1331A

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Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

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