

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

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# Unique solved — FelixMP

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

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

Filters: none

Count: 1,908

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FelixMP's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FelixMP's solution](#)

3.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,847 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

4.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[FelixMP's solution](#)

5.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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6.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FelixMP's solution](#)

7.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FelixMP's solution](#)

8.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FelixMP's solution](#)

9.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[FelixMP's solution](#)

**10.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**11.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

**12.**

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[FelixMP's solution](#)

**13.**

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[FelixMP's solution](#)

**14.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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**15.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

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**16.**

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

[FelixMP's solution](#)

**17.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**18.**

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**19.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**20.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[FelixMP's solution](#)

**21.**

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FelixMP's solution](#)

**22.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**23.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[FelixMP's solution](#)

**24.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[FelixMP's solution](#)

**25.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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**26.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**27.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**28.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[FelixMP's solution](#)

**29.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**30.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**31.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[FelixMP's solution](#)

**32.**

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**33.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**34.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**35.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[FelixMP's solution](#)

**36.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[FelixMP's solution](#)

**37.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**38.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[FelixMP's solution](#)

**39.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

**40.**

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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**41.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**42.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

**43.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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**44.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**45.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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**46.**

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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**47.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**48.**

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**49.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**50.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**51.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[FelixMP's solution](#)

**52.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[FelixMP's solution](#)

**53.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,641 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[FelixMP's solution](#)

**54.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[FelixMP's solution](#)

**55.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[FelixMP's solution](#)

**56.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,467 global accepts · Rating: 800 · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[FelixMP's solution](#)

**57.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,649 global accepts · Rating: 800 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[FelixMP's solution](#)

**58.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings  
[FelixMP's solution](#)

**59.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[FelixMP's solution](#)

**60.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,107 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[FelixMP's solution](#)

**61.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,340 global accepts · Rating: 800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[FelixMP's solution](#)

**62.**

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**63.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[FelixMP's solution](#)

**64.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[FelixMP's solution](#)

**65.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
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**66.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[FelixMP's solution](#)

**67.**

101911I

[Heist](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**68.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[FelixMP's solution](#)

**69.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[FelixMP's solution](#)

**70.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[FelixMP's solution](#)

**71.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[FelixMP's solution](#)

**72.**

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**73.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings  
[FelixMP's solution](#)

- 74.**  
1637A  
[Sorting Parts](#) · [Tutorial](#)  
Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
[FelixMP's solution](#)
- 75.**  
1615A  
[Closing The Gap](#) · [Tutorial](#)  
Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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- 76.**  
1608A  
[Find Array](#) · [Tutorial](#)  
Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[FelixMP's solution](#)
- 77.**  
1529A  
[Eshag Loves Big Arrays](#) · [Tutorial](#)  
Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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- 78.**  
1592A  
[Gamer Hemose](#) · [Tutorial](#)  
Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[FelixMP's solution](#)
- 79.**  
1566B  
[MIN-MEX Cut](#) · [Tutorial](#)  
Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
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- 80.**  
1566A  
[Median Maximization](#) · [Tutorial](#)  
Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[FelixMP's solution](#)
- 81.**  
1537A  
[Arithmetic Array](#) · [Tutorial](#)  
Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[FelixMP's solution](#)
- 82.**  
1552A  
[Subsequence Permutation](#) · [Tutorial](#)  
Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings  
[FelixMP's solution](#)
- 83.**  
1553A  
[Digits Sum](#) · [Tutorial](#)  
Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[FelixMP's solution](#)
- 84.**  
1530B  
[Putting Plates](#) · [Tutorial](#)  
Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**85.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**86.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[FelixMP's solution](#)

**87.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**88.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**89.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[FelixMP's solution](#)

**90.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[FelixMP's solution](#)

**91.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

**92.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[FelixMP's solution](#)

**93.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[FelixMP's solution](#)

**94.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**95.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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**96.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

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**97.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**98.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[FelixMP's solution](#)

**99.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[FelixMP's solution](#)

**100.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[FelixMP's solution](#)

**101.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**102.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[FelixMP's solution](#)

**103.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**104.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[FelixMP's solution](#)

**105.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**106.**

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**107.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**108.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

[FelixMP's solution](#)

**109.**

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[FelixMP's solution](#)

**110.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**111.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[FelixMP's solution](#)

**112.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**113.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**114.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**115.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: math

[FelixMP's solution](#)

**116.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**117.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · MS C++ (first AC) · Tags: sortings

[FelixMP's solution](#)

**118.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · MS C++ (first AC) · Tags: math

[FelixMP's solution](#)

**119.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**120.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[FelixMP's solution](#)

**121.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[FelixMP's solution](#)

**122.**

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**123.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[FelixMP's solution](#)

**124.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · MS C++ (first AC) · Tags: games, math

[FelixMP's solution](#)

**125.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · MS C++ (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**126.**

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · MS C++ (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**127.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**128.**

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation,

math

[FelixMP's solution](#)

**129.**

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**130.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[FelixMP's solution](#)

**131.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**132.**

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**133.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**134.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**135.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[FelixMP's solution](#)

**136.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**137.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**138.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FelixMP's solution](#)

**139.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

**140.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[FelixMP's solution](#)

**141.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[FelixMP's solution](#)

**142.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**143.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,096 global accepts · Rating: 900 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**144.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**145.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**146.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[FelixMP's solution](#)

**147.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[FelixMP's solution](#)

**148.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,598 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[FelixMP's solution](#)

**149.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

**150.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[FelixMP's solution](#)

**151.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[FelixMP's solution](#)

**152.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings  
[FelixMP's solution](#)

**153.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[FelixMP's solution](#)

**154.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[FelixMP's solution](#)

**155.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**156.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**157.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[FelixMP's solution](#)

**158.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[FelixMP's solution](#)

**159.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[FelixMP's solution](#)

**160.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[FelixMP's solution](#)

**161.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**162.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[FelixMP's solution](#)

**163.**

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**164.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs

[FelixMP's solution](#)

**165.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[FelixMP's solution](#)

**166.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · MS C++ (first AC) · Tags: implementation, sortings

[FelixMP's solution](#)

**167.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · MS C++ (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**168.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-04 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**169.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**170.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**171.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**172.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**173.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · MS C++ (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**174.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[FelixMP's solution](#)

**175.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[FelixMP's solution](#)

**176.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,710 global accepts · Rating: 900 · first AC: 2016-09-06 · MS C++ (first AC) · Tags: brute force, dp, implementation

[FelixMP's solution](#)

**177.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2016-09-01 · MS C++ (first AC) · Tags: greedy

[FelixMP's solution](#)

**178.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[FelixMP's solution](#)

**179.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FelixMP's solution](#)

**180.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[FelixMP's solution](#)

**181.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**182.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[FelixMP's solution](#)

**183.**

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FelixMP's solution](#)

**184.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[FelixMP's solution](#)

**185.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**186.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[FelixMP's solution](#)

**187.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[FelixMP's solution](#)

**188.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[FelixMP's solution](#)

**189.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**190.**

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[FelixMP's solution](#)

**191.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**192.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**193.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[FelixMP's solution](#)

## 194.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

## 195.

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

## 196.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[FelixMP's solution](#)

## 197.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[FelixMP's solution](#)

## 198.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

## 199.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[FelixMP's solution](#)

## 200.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[FelixMP's solution](#)

## 201.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[FelixMP's solution](#)

## 202.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[FelixMP's solution](#)

## 203.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, sortings

[FelixMP's solution](#)

**204.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**205.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[FelixMP's solution](#)

**206.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**207.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**208.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[FelixMP's solution](#)

**209.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**210.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[FelixMP's solution](#)

**211.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**212.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[FelixMP's solution](#)

**213.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**214.**

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[FelixMP's solution](#)

## 215.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[FelixMP's solution](#)

## 216.

1111A

[Superhero Transformation](#) · [Tutorial](#)

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings  
[FelixMP's solution](#)

## 217.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation  
[FelixMP's solution](#)

## 218.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation  
[FelixMP's solution](#)

## 219.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation  
[FelixMP's solution](#)

## 220.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation  
[FelixMP's solution](#)

## 221.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · MS C++ (first AC) · Tags: math  
[FelixMP's solution](#)

## 222.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · MS C++ (first AC) · Tags: math  
[FelixMP's solution](#)

## 223.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · MS C++ (first AC) · Tags: brute force, dfs and similar, graphs  
[FelixMP's solution](#)

## 224.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1000 · first AC: 2018-04-29 · MS C++ (first AC) · Tags: math, sortings  
[FelixMP's solution](#)

## 225.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**226.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[FelixMP's solution](#)

**227.**

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-13 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**228.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,994 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[FelixMP's solution](#)

**229.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[FelixMP's solution](#)

**230.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[FelixMP's solution](#)

**231.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

**232.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[FelixMP's solution](#)

**233.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**234.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[FelixMP's solution](#)

**235.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[FelixMP's solution](#)

**236.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games,

strings

[FelixMP's solution](#)

**237.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FelixMP's solution](#)

**238.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**239.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[FelixMP's solution](#)

**240.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[FelixMP's solution](#)

**241.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[FelixMP's solution](#)

**242.**

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[FelixMP's solution](#)

**243.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[FelixMP's solution](#)

**244.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[FelixMP's solution](#)

**245.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**246.**

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[FelixMP's solution](#)

**247.**

1566D1

[Seating Arrangements \(easy version\) · Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[FelixMP's solution](#)

**248.**

1547C

[Pair Programming · Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[FelixMP's solution](#)

**249.**

1428C

[ABBB · Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[FelixMP's solution](#)

**250.**

1375A

[Sign Flipping · Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**251.**

1333B

[Kind Anton · Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**252.**

1214B

[Badges · Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[FelixMP's solution](#)

**253.**

1202A

[You Are Given Two Binary Strings... · Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[FelixMP's solution](#)

**254.**

1146B

[Hate "A" · Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**255.**

1119A

[Ilya and a Colorful Walk · Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**256.**

1132A

[Regular Bracket Sequence · Tutorial](#)

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**257.**

1105A

[Salem and Sticks · Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**258.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[FelixMP's solution](#)

**259.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**260.**

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: math, number theory

[FelixMP's solution](#)

**261.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-15 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**262.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · MS C++ (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**263.**

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**264.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[FelixMP's solution](#)

**265.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[FelixMP's solution](#)

**266.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: greedy

[FelixMP's solution](#)

**267.**

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · MS C++ (first AC) · Tags: data structures, implementation

[FelixMP's solution](#)

**268.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: brute force

[FelixMP's solution](#)

**269.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**270.**

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings

[FelixMP's solution](#)

**271.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

**272.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings

[FelixMP's solution](#)

**273.**

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**274.**

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**275.**

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**276.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,840 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[FelixMP's solution](#)

**277.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[FelixMP's solution](#)

**278.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[FelixMP's solution](#)

**279.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[FelixMP's solution](#)

**280.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[FelixMP's solution](#)

**281.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

**282.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**283.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[FelixMP's solution](#)

**284.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FelixMP's solution](#)

**285.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[FelixMP's solution](#)

**286.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[FelixMP's solution](#)

**287.**

2046A

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

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**288.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[FelixMP's solution](#)

**289.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[FelixMP's solution](#)

**290.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[FelixMP's solution](#)

**291.**

1951B

[Battle Cows](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**292.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[FelixMP's solution](#)

**293.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[FelixMP's solution](#)

**294.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[FelixMP's solution](#)

**295.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[FelixMP's solution](#)

**296.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**297.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**298.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[FelixMP's solution](#)

**299.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**300.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[FelixMP's solution](#)

### 301.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[FelixMP's solution](#)

### 302.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FelixMP's solution](#)

### 303.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[FelixMP's solution](#)

### 304.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

### 305.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[FelixMP's solution](#)

### 306.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[FelixMP's solution](#)

### 307.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

### 308.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[FelixMP's solution](#)

### 309.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

### 310.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,286 global accepts · Rating: 1200 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[FelixMP's solution](#)

**311.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[FelixMP's solution](#)

**312.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[FelixMP's solution](#)

**313.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[FelixMP's solution](#)

**314.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[FelixMP's solution](#)

**315.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[FelixMP's solution](#)

**316.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[FelixMP's solution](#)

**317.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: greedy  
[FelixMP's solution](#)

**318.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings  
[FelixMP's solution](#)

**319.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math  
[FelixMP's solution](#)

**320.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, geometry, math  
[FelixMP's solution](#)

**321.**

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**322.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**323.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · MS C++ (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**324.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · MS C++ (first AC) · Tags: brute force, implementation, strings

[FelixMP's solution](#)

**325.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · MS C++ (first AC) · Tags: greedy

[FelixMP's solution](#)

**326.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · MS C++ (first AC) · Tags: implementation, math

[FelixMP's solution](#)

**327.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · MS C++ (first AC) · Tags: constructive algorithms, strings

[FelixMP's solution](#)

**328.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2018-04-04 · MS C++ (first AC) · Tags: data structures, dp, implementation, two pointers

[FelixMP's solution](#)

**329.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[FelixMP's solution](#)

**330.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**331.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[FelixMP's solution](#)

**332.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**333.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · MS C++ (first AC) · Tags: implementation, sortings

[FelixMP's solution](#)

**334.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**335.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[FelixMP's solution](#)

**336.**

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**337.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

**338.**

722B

[Verse Pattern](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**339.**

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[FelixMP's solution](#)

**340.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,125 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[FelixMP's solution](#)

**341.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[FelixMP's solution](#)

**342.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[FelixMP's solution](#)

**343.**

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**344.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[FelixMP's solution](#)

**345.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

**346.**

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[FelixMP's solution](#)

**347.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[FelixMP's solution](#)

**348.**

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FelixMP's solution](#)

**349.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**350.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[FelixMP's solution](#)

**351.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FelixMP's solution](#)

**352.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[FelixMP's solution](#)

**353.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**354.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[FelixMP's solution](#)

**355.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[FelixMP's solution](#)

**356.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**357.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[FelixMP's solution](#)

**358.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[FelixMP's solution](#)

**359.**

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[FelixMP's solution](#)

**360.**

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**361.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[FelixMP's solution](#)

**362.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[FelixMP's solution](#)

**363.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[FelixMP's solution](#)

**364.**

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[FelixMP's solution](#)

**365.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[FelixMP's solution](#)

**366.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy  
[FelixMP's solution](#)

**367.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[FelixMP's solution](#)

**368.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings  
[FelixMP's solution](#)

**369.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[FelixMP's solution](#)

**370.**

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[FelixMP's solution](#)

**371.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[FelixMP's solution](#)

**372.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[FelixMP's solution](#)

**373.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[FelixMP's solution](#)

**374.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**375.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**376.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[FelixMP's solution](#)

**377.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[FelixMP's solution](#)

**378.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[FelixMP's solution](#)

**379.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[FelixMP's solution](#)

**380.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**381.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**382.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[FelixMP's solution](#)

**383.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[FelixMP's solution](#)

**384.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[FelixMP's solution](#)

**385.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: dsu, implementation

[FelixMP's solution](#)

**386.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**387.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**388.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · MS C++ (first AC) · Tags: data structures, greedy, implementation

[FelixMP's solution](#)

**389.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**390.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[FelixMP's solution](#)

**391.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-24 · MS C++ (first AC) · Tags: implementation

[FelixMP's solution](#)

**392.**

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[FelixMP's solution](#)

**393.**

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**394.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-20 · MS C++ (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**395.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · GNU C++11 (first AC) · Tags: implementation

[FelixMP's solution](#)

**396.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[FelixMP's solution](#)

**397.**

722A

[Broken Clock](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**398.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: greedy, two pointers

[FelixMP's solution](#)

**399.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[FelixMP's solution](#)

**400.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[FelixMP's solution](#)

**401.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[FelixMP's solution](#)

**402.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

**403.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[FelixMP's solution](#)

**404.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[FelixMP's solution](#)

**405.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[FelixMP's solution](#)

**406.**

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[FelixMP's solution](#)

**407.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[FelixMP's solution](#)

**408.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[FelixMP's solution](#)

**409.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FelixMP's solution](#)

**410.**

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[FelixMP's solution](#)

**411.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[FelixMP's solution](#)

**412.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[FelixMP's solution](#)

**413.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[FelixMP's solution](#)

**414.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[FelixMP's solution](#)

**415.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[FelixMP's solution](#)

**416.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[FelixMP's solution](#)

**417.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[FelixMP's solution](#)

**418.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FelixMP's solution](#)

**419.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**420.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[FelixMP's solution](#)

**421.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[FelixMP's solution](#)

**422.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[FelixMP's solution](#)

**423.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[FelixMP's solution](#)

**424.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar

[FelixMP's solution](#)

**425.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[FelixMP's solution](#)

**426.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[FelixMP's solution](#)

**427.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[FelixMP's solution](#)

**428.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[FelixMP's solution](#)

**429.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[FelixMP's solution](#)

**430.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

**431.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[FelixMP's solution](#)

**432.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[FelixMP's solution](#)

**433.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FelixMP's solution](#)

**434.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[FelixMP's solution](#)

**435.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**436.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[FelixMP's solution](#)

**437.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[FelixMP's solution](#)

**438.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**439.**

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[FelixMP's solution](#)

**440.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[FelixMP's solution](#)

**441.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu

[FelixMP's solution](#)

**442.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**443.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**444.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**445.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · MS C++ (first AC) · Tags: binary search

[FelixMP's solution](#)

**446.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-04 · MS C++ (first AC) · Tags: bitmasks, brute force, implementation

[FelixMP's solution](#)

**447.**

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[FelixMP's solution](#)

**448.**

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: data structures, implementation

[FelixMP's solution](#)

**449.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[FelixMP's solution](#)

**450.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[FelixMP's solution](#)

**451.**

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[FelixMP's solution](#)

**452.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[FelixMP's solution](#)

**453.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FelixMP's solution](#)

**454.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[FelixMP's solution](#)

**455.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[FelixMP's solution](#)

**456.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[FelixMP's solution](#)

**457.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[FelixMP's solution](#)

**458.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[FelixMP's solution](#)

**459.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[FelixMP's solution](#)

**460.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[FelixMP's solution](#)

**461.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[FelixMP's solution](#)

**462.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[FelixMP's solution](#)

**463.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[FelixMP's solution](#)

**464.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[FelixMP's solution](#)

**465.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[FelixMP's solution](#)

**466.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[FelixMP's solution](#)

**467.**

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[FelixMP's solution](#)

**468.**

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[FelixMP's solution](#)

**469.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**470.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[FelixMP's solution](#)

**471.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[FelixMP's solution](#)

**472.**

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[FelixMP's solution](#)

**473.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[FelixMP's solution](#)

**474.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**475.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[FelixMP's solution](#)

**476.**

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[FelixMP's solution](#)

**477.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[FelixMP's solution](#)

**478.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**479.**

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[FelixMP's solution](#)

**480.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[FelixMP's solution](#)

**481.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[FelixMP's solution](#)

**482.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[FelixMP's solution](#)

**483.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**484.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[FelixMP's solution](#)

**485.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[FelixMP's solution](#)

**486.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**487.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FelixMP's solution](#)

**488.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[FelixMP's solution](#)

**489.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[FelixMP's solution](#)

**490.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

**491.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[FelixMP's solution](#)

**492.**

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[FelixMP's solution](#)

**493.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**494.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: greedy

[FelixMP's solution](#)

**495.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[FelixMP's solution](#)

**496.**

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**497.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[FelixMP's solution](#)

**498.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**499.**

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**500.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-12 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[FelixMP's solution](#)

**501.**

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · last AC: 2017-07-16 · MS C++ (first AC) · Tags: binary search, greedy, implementation

[FelixMP's solution](#)

**502.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FelixMP's solution](#)

**503.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[FelixMP's solution](#)

**504.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[FelixMP's solution](#)

**505.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[FelixMP's solution](#)

**506.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**507.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[FelixMP's solution](#)

**508.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[FelixMP's solution](#)

**509.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[FelixMP's solution](#)

**510.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[FelixMP's solution](#)

**511.**

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[FelixMP's solution](#)

**512.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[FelixMP's solution](#)

**513.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[FelixMP's solution](#)

**514.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[FelixMP's solution](#)

**515.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**516.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[FelixMP's solution](#)

**517.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[FelixMP's solution](#)

**518.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[FelixMP's solution](#)

**519.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FelixMP's solution](#)

**520.**

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**521.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[FelixMP's solution](#)

**522.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[FelixMP's solution](#)

**523.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[FelixMP's solution](#)

**524.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[FelixMP's solution](#)

**525.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[FelixMP's solution](#)

**526.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[FelixMP's solution](#)

**527.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[FelixMP's solution](#)

**528.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[FelixMP's solution](#)

**529.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[FelixMP's solution](#)

**530.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[FelixMP's solution](#)

**531.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[FelixMP's solution](#)

**532.**

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[FelixMP's solution](#)

**533.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[FelixMP's solution](#)

**534.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[FelixMP's solution](#)

**535.**

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[FelixMP's solution](#)

**536.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: trees

[FelixMP's solution](#)

**537.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[FelixMP's solution](#)

**538.**

1151D

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

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[FelixMP's solution](#)

**539.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[FelixMP's solution](#)

**540.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory

[FelixMP's solution](#)

**541.**

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**542.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: brute force, dp, games

[FelixMP's solution](#)

**543.**

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**544.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[FelixMP's solution](#)

**545.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · MS C++ (first AC) · Tags: greedy

[FelixMP's solution](#)

**546.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

**547.**

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · MS C++ (first AC) · Tags: binary search, greedy, math, two pointers

[FelixMP's solution](#)

**548.**

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**549.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: dp, implementation

[FelixMP's solution](#)

**550.**

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-16 · MS C++ (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**551.**

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[FelixMP's solution](#)

**552.**

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[FelixMP's solution](#)

**553.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**554.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**555.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[FelixMP's solution](#)

**556.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

**557.**

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[FelixMP's solution](#)

**558.**

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[FelixMP's solution](#)

**559.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[FelixMP's solution](#)

**560.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[FelixMP's solution](#)

**561.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[FelixMP's solution](#)

**562.**

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[FelixMP's solution](#)

**563.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[FelixMP's solution](#)

**564.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[FelixMP's solution](#)

**565.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[FelixMP's solution](#)

**566.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FelixMP's solution](#)

**567.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[FelixMP's solution](#)

**568.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest

paths

[FelixMP's solution](#)

**569.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[FelixMP's solution](#)

**570.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[FelixMP's solution](#)

**571.**

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[FelixMP's solution](#)

**572.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[FelixMP's solution](#)

**573.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[FelixMP's solution](#)

**574.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[FelixMP's solution](#)

**575.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[FelixMP's solution](#)

**576.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FelixMP's solution](#)

**577.**

1868B1

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

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

[FelixMP's solution](#)

**578.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[FelixMP's solution](#)

**579.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[FelixMP's solution](#)

**580.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[FelixMP's solution](#)

**581.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[FelixMP's solution](#)

**582.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[FelixMP's solution](#)

**583.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[FelixMP's solution](#)

**584.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[FelixMP's solution](#)

**585.**

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**586.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[FelixMP's solution](#)

**587.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[FelixMP's solution](#)

**588.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[FelixMP's solution](#)

**589.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[FelixMP's solution](#)

**590.**

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[FelixMP's solution](#)

**591.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[FelixMP's solution](#)

**592.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[FelixMP's solution](#)

**593.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[FelixMP's solution](#)

**594.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[FelixMP's solution](#)

**595.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[FelixMP's solution](#)

**596.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[FelixMP's solution](#)

**597.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[FelixMP's solution](#)

**598.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[FelixMP's solution](#)

**599.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[FelixMP's solution](#)

**600.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

**601.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FelixMP's solution](#)

**602.**

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**603.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[FelixMP's solution](#)

**604.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**605.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[FelixMP's solution](#)

**606.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[FelixMP's solution](#)

**607.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[FelixMP's solution](#)

**608.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[FelixMP's solution](#)

**609.**

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[FelixMP's solution](#)

## 610.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[FelixMP's solution](#)

## 611.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[FelixMP's solution](#)

## 612.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[FelixMP's solution](#)

## 613.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[FelixMP's solution](#)

## 614.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: brute force

[FelixMP's solution](#)

## 615.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[FelixMP's solution](#)

## 616.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[FelixMP's solution](#)

## 617.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[FelixMP's solution](#)

## 618.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[FelixMP's solution](#)

## 619.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[FelixMP's solution](#)

## 620.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[FelixMP's solution](#)

## 621.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp

[FelixMP's solution](#)

## 622.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[FelixMP's solution](#)

## 623.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · MS C++ (first AC) · Tags: implementation, math, number theory

[FelixMP's solution](#)

## 624.

967D

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

Rating: 1700 · first AC: 2018-04-29 · MS C++ (first AC) · Tags: binary search, sortings

[FelixMP's solution](#)

## 625.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · MS C++ (first AC) · Tags: dp, greedy

[FelixMP's solution](#)

## 626.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[FelixMP's solution](#)

## 627.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[FelixMP's solution](#)

## 628.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · MS C++ (first AC) · Tags: brute force, constructive algorithms

[FelixMP's solution](#)

## 629.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[FelixMP's solution](#)

## 630.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[FelixMP's solution](#)

**631.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[FelixMP's solution](#)

**632.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[FelixMP's solution](#)

**633.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[FelixMP's solution](#)

**634.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[FelixMP's solution](#)

**635.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[FelixMP's solution](#)

**636.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[FelixMP's solution](#)

**637.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[FelixMP's solution](#)

**638.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[FelixMP's solution](#)

**639.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[FelixMP's solution](#)

**640.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[FelixMP's solution](#)

**641.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[FelixMP's solution](#)

**642.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[FelixMP's solution](#)

**643.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[FelixMP's solution](#)

**644.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[FelixMP's solution](#)

**645.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[FelixMP's solution](#)

**646.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[FelixMP's solution](#)

**647.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[FelixMP's solution](#)

**648.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[FelixMP's solution](#)

**649.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[FelixMP's solution](#)

**650.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[FelixMP's solution](#)

**651.**

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[FelixMP's solution](#)

**652.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[FelixMP's solution](#)

**653.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[FelixMP's solution](#)

**654.**

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[FelixMP's solution](#)

**655.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[FelixMP's solution](#)

**656.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[FelixMP's solution](#)

**657.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[FelixMP's solution](#)

**658.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[FelixMP's solution](#)

**659.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FelixMP's solution](#)

**660.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[FelixMP's solution](#)

**661.**

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**662.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[FelixMP's solution](#)

**663.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[FelixMP's solution](#)

**664.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**665.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[FelixMP's solution](#)

**666.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[FelixMP's solution](#)

**667.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[FelixMP's solution](#)

**668.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FelixMP's solution](#)

**669.**

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[FelixMP's solution](#)

**670.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[FelixMP's solution](#)

**671.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FelixMP's solution](#)

**672.**

1207D

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

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[FelixMP's solution](#)

**673.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[FelixMP's solution](#)

**674.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games

[FelixMP's solution](#)

**675.**

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**676.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[FelixMP's solution](#)

**677.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[FelixMP's solution](#)

**678.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[FelixMP's solution](#)

**679.**

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[FelixMP's solution](#)

**680.**

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[FelixMP's solution](#)

**681.**

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · MS C++ (first AC) · Tags: dp

[FelixMP's solution](#)

**682.**

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-11 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[FelixMP's solution](#)

**683.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[FelixMP's solution](#)

**684.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[FelixMP's solution](#)

**685.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[FelixMP's solution](#)

**686.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[FelixMP's solution](#)

**687.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[FelixMP's solution](#)

**688.**

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[FelixMP's solution](#)

**689.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[FelixMP's solution](#)

**690.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[FelixMP's solution](#)

**691.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[FelixMP's solution](#)

**692.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[FelixMP's solution](#)

**693.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[FelixMP's solution](#)

**694.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[FelixMP's solution](#)

**695.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[FelixMP's solution](#)

**696.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**697.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[FelixMP's solution](#)

**698.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[FelixMP's solution](#)

**699.**

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[FelixMP's solution](#)

**700.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[FelixMP's solution](#)

**701.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[FelixMP's solution](#)

**702.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[FelixMP's solution](#)

**703.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[FelixMP's solution](#)

**704.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[FelixMP's solution](#)

**705.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FelixMP's solution](#)

**706.**

101911G

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

Rating: 1900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**707.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[FelixMP's solution](#)

**708.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[FelixMP's solution](#)

**709.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[FelixMP's solution](#)

**710.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[FelixMP's solution](#)

**711.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[FelixMP's solution](#)

**712.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[FelixMP's solution](#)

**713.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[FelixMP's solution](#)

**714.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[FelixMP's solution](#)

**715.**

1090B

[LaTeX Expert](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**716.**

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[FelixMP's solution](#)

**717.**

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities

[FelixMP's solution](#)

**718.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[FelixMP's solution](#)

**719.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[FelixMP's solution](#)

**720.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[FelixMP's solution](#)

**721.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[FelixMP's solution](#)

**722.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[FelixMP's solution](#)

**723.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[FelixMP's solution](#)

**724.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[FelixMP's solution](#)

**725.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[FelixMP's solution](#)

**726.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[FelixMP's solution](#)

**727.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[FelixMP's solution](#)

**728.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[FelixMP's solution](#)

**729.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[FelixMP's solution](#)

**730.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[FelixMP's solution](#)

**731.**

1079D

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

Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation

[FelixMP's solution](#)

**732.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory

[FelixMP's solution](#)

**733.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FelixMP's solution](#)

**734.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

**735.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · MS C++ (first AC) · Tags: binary search, flows, greedy, two pointers

[FelixMP's solution](#)

**736.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[FelixMP's solution](#)

**737.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[FelixMP's solution](#)

**738.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[FelixMP's solution](#)

**739.**

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[FelixMP's solution](#)

**740.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[FelixMP's solution](#)

**741.**

2068J

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

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[FelixMP's solution](#)

**742.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[FelixMP's solution](#)

**743.**

2061E

[Kevin and And · Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[FelixMP's solution](#)

**744.**

2057D

[Gifts Order · Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[FelixMP's solution](#)

**745.**

1994E

[Wooden Game · Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[FelixMP's solution](#)

**746.**

1987E

[Wonderful Tree! · Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[FelixMP's solution](#)

**747.**

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[FelixMP's solution](#)

**748.**

1951E

[No Palindromes · Tutorial](#)

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

[FelixMP's solution](#)

**749.**

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[FelixMP's solution](#)

**750.**

1889C1

[Doremy's Drying Plan \(Easy Version\) · Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[FelixMP's solution](#)

**751.**

1815B

[Sum Graph · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, implementation, interactive, shortest paths, trees

[FelixMP's solution](#)

**752.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[FelixMP's solution](#)

**753.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[FelixMP's solution](#)

**754.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[FelixMP's solution](#)

**755.**

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[FelixMP's solution](#)

**756.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[FelixMP's solution](#)

**757.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[FelixMP's solution](#)

**758.**

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, probabilities

[FelixMP's solution](#)

**759.**

1521C

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

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[FelixMP's solution](#)

**760.**

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[FelixMP's solution](#)

**761.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[FelixMP's solution](#)

**762.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[FelixMP's solution](#)

**763.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[FelixMP's solution](#)

**764.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[FelixMP's solution](#)

**765.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees  
[FelixMP's solution](#)

**766.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**767.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math  
[FelixMP's solution](#)

**768.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,714 global accepts · Rating: 2000 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[FelixMP's solution](#)

**769.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[FelixMP's solution](#)

**770.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[FelixMP's solution](#)

**771.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[FelixMP's solution](#)

**772.**

1209E1

[Rotate Columns \(easy version\) · Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[FelixMP's solution](#)

**773.**

1214E

[Petya and Construction Set · Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[FelixMP's solution](#)

**774.**

1204D1

[Kirk and a Binary String \(easy version\) · Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[FelixMP's solution](#)

**775.**

1161C

[Thanos Nim · Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[FelixMP's solution](#)

**776.**

1104D

[Game with modulo · Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: binary search, interactive, math

[FelixMP's solution](#)

**777.**

1070C

[Cloud Computing · Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[FelixMP's solution](#)

**778.**

1020D

[The hat · Tutorial](#)

Rating: 2000 · first AC: 2018-08-11 · MS C++ (first AC) · Tags: binary search, interactive

[FelixMP's solution](#)

**779.**

842C

[Ilya And The Tree · Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[FelixMP's solution](#)

**780.**

2207E1

[N-MEX \(Constructive Version\) · Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

**781.**

2183E

[LCM is Legendary Counting Master · Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[FelixMP's solution](#)

**782.**

2170E

[Binary Strings and Blocks · Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp  
[FelixMP's solution](#)

### 783.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[FelixMP's solution](#)

### 784.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[FelixMP's solution](#)

### 785.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[FelixMP's solution](#)

### 786.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[FelixMP's solution](#)

### 787.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FelixMP's solution](#)

### 788.

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

[FelixMP's solution](#)

### 789.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[FelixMP's solution](#)

### 790.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FelixMP's solution](#)

### 791.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[FelixMP's solution](#)

**792.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FelixMP's solution](#)

**793.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**794.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[FelixMP's solution](#)

**795.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[FelixMP's solution](#)

**796.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[FelixMP's solution](#)

**797.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[FelixMP's solution](#)

**798.**

1868B2

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

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

[FelixMP's solution](#)

**799.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[FelixMP's solution](#)

**800.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[FelixMP's solution](#)

**801.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[FelixMP's solution](#)

**802.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[FelixMP's solution](#)

**803.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[FelixMP's solution](#)

**804.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[FelixMP's solution](#)

**805.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[FelixMP's solution](#)

**806.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[FelixMP's solution](#)

**807.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[FelixMP's solution](#)

**808.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[FelixMP's solution](#)

**809.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[FelixMP's solution](#)

**810.**

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, interactive

[FelixMP's solution](#)

**811.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[FelixMP's solution](#)

**812.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[FelixMP's solution](#)

**813.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[FelixMP's solution](#)

**814.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search  
[FelixMP's solution](#)

**815.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings  
[FelixMP's solution](#)

**816.**

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[FelixMP's solution](#)

**817.**

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[FelixMP's solution](#)

**818.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths  
[FelixMP's solution](#)

**819.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[FelixMP's solution](#)

**820.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices  
[FelixMP's solution](#)

**821.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[FelixMP's solution](#)

**822.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[FelixMP's solution](#)

**823.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FelixMP's solution](#)

**824.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[FelixMP's solution](#)

**825.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[FelixMP's solution](#)

**826.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[FelixMP's solution](#)

**827.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[FelixMP's solution](#)

**828.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[FelixMP's solution](#)

**829.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[FelixMP's solution](#)

**830.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[FelixMP's solution](#)

**831.**

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · MS C++ (first AC) · Tags: constructive algorithms, interactive, matrices

[FelixMP's solution](#)

**832.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[FelixMP's solution](#)

**833.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[FelixMP's solution](#)

**834.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[FelixMP's solution](#)

**835.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[FelixMP's solution](#)

**836.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[FelixMP's solution](#)

**837.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[FelixMP's solution](#)

**838.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[FelixMP's solution](#)

**839.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**840.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[FelixMP's solution](#)

**841.**

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[FelixMP's solution](#)

**842.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[FelixMP's solution](#)

**843.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers  
[FelixMP's solution](#)

**844.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[FelixMP's solution](#)

**845.**

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[FelixMP's solution](#)

**846.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees  
[FelixMP's solution](#)

**847.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation  
[FelixMP's solution](#)

**848.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[FelixMP's solution](#)

**849.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[FelixMP's solution](#)

**850.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[FelixMP's solution](#)

**851.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings  
[FelixMP's solution](#)

**852.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math  
[FelixMP's solution](#)

**853.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[FelixMP's solution](#)

**854.**

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[FelixMP's solution](#)

**855.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[FelixMP's solution](#)

**856.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[FelixMP's solution](#)

**857.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[FelixMP's solution](#)

**858.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[FelixMP's solution](#)

**859.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[FelixMP's solution](#)

**860.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[FelixMP's solution](#)

**861.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[FelixMP's solution](#)

**862.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: binary search, data structures

[FelixMP's solution](#)

**863.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings  
[FelixMP's solution](#)

**864.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-22 · last AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[FelixMP's solution](#)

**865.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[FelixMP's solution](#)

**866.**

807E

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[FelixMP's solution](#)

**867.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[FelixMP's solution](#)

**868.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[FelixMP's solution](#)

**869.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[FelixMP's solution](#)

**870.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[FelixMP's solution](#)

**871.**

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[FelixMP's solution](#)

**872.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[FelixMP's solution](#)

**873.**

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[FelixMP's solution](#)

**874.**

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[FelixMP's solution](#)

**875.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[FelixMP's solution](#)

**876.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[FelixMP's solution](#)

**877.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[FelixMP's solution](#)

**878.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**879.**

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[FelixMP's solution](#)

**880.**

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[FelixMP's solution](#)

**881.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[FelixMP's solution](#)

**882.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[FelixMP's solution](#)

**883.**

1628C

[Grid XOR](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[FelixMP's solution](#)

**884.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[FelixMP's solution](#)

**885.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[FelixMP's solution](#)

**886.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[FelixMP's solution](#)

**887.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[FelixMP's solution](#)

**888.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[FelixMP's solution](#)

**889.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[FelixMP's solution](#)

**890.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[FelixMP's solution](#)

**891.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[FelixMP's solution](#)

**892.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[FelixMP's solution](#)

**893.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[FelixMP's solution](#)

**894.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2020-03-11 · last AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[FelixMP's solution](#)

**895.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[FelixMP's solution](#)

**896.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[FelixMP's solution](#)

**897.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[FelixMP's solution](#)

**898.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[FelixMP's solution](#)

**899.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[FelixMP's solution](#)

**900.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[FelixMP's solution](#)

**901.**

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[FelixMP's solution](#)

**902.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[FelixMP's solution](#)

**903.**

2122D

[Traffic Lights](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**904.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[FelixMP's solution](#)

**905.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[FelixMP's solution](#)

**906.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[FelixMP's solution](#)

**907.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[FelixMP's solution](#)

**908.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**909.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[FelixMP's solution](#)

**910.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[FelixMP's solution](#)

**911.**

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[FelixMP's solution](#)

**912.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[FelixMP's solution](#)

**913.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[FelixMP's solution](#)

**914.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[FelixMP's solution](#)

**915.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[FelixMP's solution](#)

**916.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[FelixMP's solution](#)

**917.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[FelixMP's solution](#)

**918.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[FelixMP's solution](#)

**919.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

**920.**

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[FelixMP's solution](#)

**921.**

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-12-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[FelixMP's solution](#)

**922.**

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[FelixMP's solution](#)

**923.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[FelixMP's solution](#)

**924.**

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**925.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[FelixMP's solution](#)

**926.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2019-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[FelixMP's solution](#)

**927.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[FelixMP's solution](#)

**928.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[FelixMP's solution](#)

**929.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[FelixMP's solution](#)

**930.**

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[FelixMP's solution](#)

**931.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[FelixMP's solution](#)

**932.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[FelixMP's solution](#)

**933.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[FelixMP's solution](#)

**934.**

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[FelixMP's solution](#)

**935.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[FelixMP's solution](#)

**936.**

101911L

[Ray in the tube](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**937.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[FelixMP's solution](#)

**938.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[FelixMP's solution](#)

**939.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[FelixMP's solution](#)

**940.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[FelixMP's solution](#)

**941.**

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[FelixMP's solution](#)

**942.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[FelixMP's solution](#)

**943.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[FelixMP's solution](#)

**944.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive  
[FelixMP's solution](#)

**945.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[FelixMP's solution](#)

**946.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing  
[FelixMP's solution](#)

**947.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[FelixMP's solution](#)

**948.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[FelixMP's solution](#)

**949.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings  
[FelixMP's solution](#)

**950.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[FelixMP's solution](#)

**951.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2019-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[FelixMP's solution](#)

**952.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp  
[FelixMP's solution](#)

**953.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[FelixMP's solution](#)

**954.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[FelixMP's solution](#)

**955.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[FelixMP's solution](#)

**956.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[FelixMP's solution](#)

**957.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[FelixMP's solution](#)

**958.**

1600B

[Mars](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**959.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[FelixMP's solution](#)

**960.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[FelixMP's solution](#)

**961.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[FelixMP's solution](#)

**962.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[FelixMP's solution](#)

**963.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[FelixMP's solution](#)

**964.**

2196E1

[Fuzzy Concatenation \(Easy Version\) · Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[FelixMP's solution](#)

**965.**

2061G

[Kevin and Teams · Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[FelixMP's solution](#)

**966.**

2150F

[Cycle Closing · Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[FelixMP's solution](#)

**967.**

1906C

[Cursed Game · Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[FelixMP's solution](#)

**968.**

852H

[Bob and stages · Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[FelixMP's solution](#)

**969.**

645G

[Armistice Area Apportionment · Tutorial](#)

Quality: 128 global accepts · Rating: 3200 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[FelixMP's solution](#)

**970.**

843D

[Dynamic Shortest Path · Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[FelixMP's solution](#)

**971.**

2223B

[Zhily and Barknights · Tutorial](#)

Quality: 1,796 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[FelixMP's solution](#)

**972.**

2223A

[Zhily and Bracket Swapping · Tutorial](#)

Quality: 3,548 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[FelixMP's solution](#)

**973.**

2222D

[Permutation Construction · Tutorial](#)

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[FelixMP's solution](#)

**974.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FelixMP's solution](#)

**975.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[FelixMP's solution](#)

**976.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FelixMP's solution](#)

**977.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[FelixMP's solution](#)

**978.**

105803A

[ADN](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[FelixMP's solution](#)

**979.**

105455A

[Juan's Femur](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · last AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FelixMP's solution](#)

**980.**

105475A

[Pizzas](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FelixMP's solution](#)

**981.**

104605C

[Lista](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FelixMP's solution](#)

**982.**

105455C

[Spam Mail](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FelixMP's solution](#)

**983.**

105455B

[Bureaucratic Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FelixMP's solution](#)

**984.**

105404B

[Dividing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[FelixMP's solution](#)

**985.**

105404C

[Games with Queta](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —

[FelixMP's solution](#)

**986.**

105263A

[DDoS Attacks](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**987.**

105003D

[Changes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**988.**

105003F

[Erdős's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**989.**

105003E

[To Play or Not to Play, That is the Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**990.**

105003C

[Equipartition](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**991.**

105003B

[Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**992.**

105003A

[Debugging Terence Tao's Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**993.**

105047E

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**994.**

105047D

[Resto](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**995.**

105047C

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Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**996.**

105047B

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Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**997.**

105047A

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Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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**998.**

104757L

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Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**999.**

104757H

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

Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1000.**

104757G

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Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1001.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1002.**

104757E

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Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1003.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1004.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1005.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1006.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1007.**

104757A

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

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1008.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1009.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1010.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1011.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · last AC: 2024-03-07 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1012.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1013.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · last AC: 2024-03-07 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1014.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · last AC: 2024-03-07 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1015.**

104813H

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

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1016.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1017.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1018.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1019.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1020.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1021.**

104976B

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

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1022.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1023.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1024.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1025.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1026.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1027.**

104873I

[Interactive Array Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1028.**

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1029.**

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1030.**

104873D

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

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1031.**

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1032.**

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1033.**

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1034.**

104873E

[Email Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1035.**

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1036.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1037.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1038.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1039.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1040.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1041.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1042.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1043.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1044.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1045.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1046.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1047.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1048.**

104197J

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

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1049.**

104197C

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

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1050.**

104197F

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

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1051.**

104197D

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

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1052.**

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1053.**

104197B

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

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1054.**

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1055.**

104197E

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

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1056.**

104197A

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

Rating: — · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1057.**

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1058.**

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1059.**

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1060.**

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1061.**

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1062.**

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1063.**

104871I

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

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1064.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1065.**

104871G

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

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1066.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1067.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1068.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1069.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1070.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1071.**

104874D

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

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1072.**

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1073.**

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1074.**

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1075.**

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1076.**

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1077.**

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1078.**

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1079.**

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1080.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1081.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1082.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1083.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1084.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1085.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1086.**

103640J

[Joining Pairs](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1087.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1088.**

103640I

[Invested Money](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1089.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1090.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1091.**

103640F

[Fields Division](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1092.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1093.**

103049G

[Great Expectations](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1094.**

103049I

[Island Tour](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1095.**

103049E

[Endgame](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1096.**

103049D

[Dragon Balls](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1097.**

103049F

[Flight Collision](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1098.**

103049J

[Joint Excavation](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1099.**

103049A

[Atomic Energy](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1100.**

103049H

[Hot Springs](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1101.**

103049C

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

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

[FelixMP's solution](#)

**1102.**

103049K

[Keyboardd](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1103.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1104.**

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1105.**

101471C

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

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1106.**

101471D

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

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1107.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1108.**

101471I

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

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1109.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1110.**

104252K

[Kind Baker](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1111.**

104252B

[Board Game](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1112.**

104252L

[Lazy Printing](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1113.**

104252C

[City Folding](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1114.**

104252H

[Horse Race](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1115.**

104252A

[Asking for Money](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1116.**

104252I

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

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

[FelixMP's solution](#)

**1117.**

104252E

[Empty Squares](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1118.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1119.**

104252D

[Daily Trips](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1120.**

101164K

[Cutting](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1121.**

101164C

[Castle](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1122.**

101164G

[Pokemons](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1123.**

101164I

[Cubes](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1124.**

101164H

[Pub crawl](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1125.**

101164A

[Three Squares](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1126.**

101164F

[Letters](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1127.**

101164D

[Reading Digits](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1128.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1129.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1130.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1131.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1132.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1133.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1134.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1135.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1136.**

104772D

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

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1137.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1138.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1139.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1140.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1141.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1142.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1143.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1144.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1145.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1146.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1147.**

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1148.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1149.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[FelixMP's solution](#)

**1150.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1151.**

104736F

[Forward and Backward](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1152.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1153.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1154.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1155.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1156.**

102392F

[Game on a Tree](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1157.**

102392E

[Life Transfer](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1158.**

102392B

[Level Up](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1159.**

102392G

[Projection](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1160.**

102392H

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

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

[FelixMP's solution](#)

**1161.**

102392D

[Cycle String?](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1162.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1163.**

102392I

[Absolute Game](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1164.**

104435M

[The Buzz](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1165.**

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1166.**

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1167.**

104435G

[Irreversible Events](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1168.**

104435J

[Sensor Logs](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1169.**

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1170.**

104435B

[Cult of Wah!](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1171.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1172.**

101986G

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

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1173.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1174.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1175.**

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1176.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1177.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1178.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1179.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1180.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1181.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1182.**

104614K

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1183.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1184.**

104614D

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1185.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1186.**

104614B

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1187.**

103102I

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

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

[FelixMP's solution](#)

**1188.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1189.**

104196I

[Pinned Files](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1190.**

104147J

[Two Faced Hobz](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1191.**

104147C

[Disney Land](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1192.**

104147I

[Wigz](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1193.**

104147D

[Do and Tak Game](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1194.**

104147A

[Round 1](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1195.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1196.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1197.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1198.**

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1199.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1200.**

104059I

[Improving IT](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1201.**

104059C

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

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

[FelixMP's solution](#)

**1202.**

104059J

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

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

[FelixMP's solution](#)

**1203.**

104059D

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

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

[FelixMP's solution](#)

**1204.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1205.**

104059A

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

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

[FelixMP's solution](#)

**1206.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1207.**

104059L

[Lots of Land](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1208.**

104059K

[K.O. Kids](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1209.**

101480E

[Export Estimate](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1210.**

101480F

[Frightful Formula](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1211.**

101480J

[Juice Junctions](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1212.**

101480H

[Hovering Hornet](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1213.**

101480I

[Ice Igloos](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1214.**

101480B

[Book Borders](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1215.**

101480K

[Kernel Knights](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1216.**

101480D

[Digit Division](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1217.**

101480A

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

[FelixMP's solution](#)

**1218.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1219.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1220.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1221.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1222.**

101620A

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

Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1223.**

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1224.**

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1225.**

100299K

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**1226.**

100299C

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**1227.**

100299I

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**1228.**

100299B

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**1229.**

100299L

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**1230.**

103990F

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

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**1231.**

103990B

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

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**1232.**

103990E

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

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**1233.**

103990C

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

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**1234.**

101954I

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

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**1235.**

101954E

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

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**1236.**

101954D

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Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1237.**

101954C

[Rullele](#) · [Tutorial](#)

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

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**1238.**

101954J

[Escalators](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1239.**

101954F

[Lighting](#) · [Tutorial](#)

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

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**1240.**

101954H

[Split Game](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1241.**

101954B

[Security Guards](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1242.**

101954A

[Die](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1243.**

101954G

[Horsemeet](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1244.**

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1245.**

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1246.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1247.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1248.**

101669F

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

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1249.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1250.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1251.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1252.**

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1253.**

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1254.**

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1255.**

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1256.**

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1257.**

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1258.**

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1259.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1260.**

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1261.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1262.**

103957L

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

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1263.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1264.**

101911E

[Painting the Fence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1265.**

101911K

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

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1266.**

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1267.**

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1268.**

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1269.**

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1270.**

102219F

[Military Class](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1271.**

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1272.**

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1273.**

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1274.**

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1275.**

103809B

[Divisibilidad](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1276.**

103637H

[Hockey championship](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1277.**

103637F

[Function analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1278.**

103637G

[Geometric shapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1279.**

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1280.**

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1281.**

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1282.**

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1283.**

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1284.**

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1285.**

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1286.**

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1287.**

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1288.**

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1289.**

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1290.**

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1291.**

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1292.**

103414J

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

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1293.**

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1294.**

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1295.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1296.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1297.**

103409E

[Buy and Delete](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1298.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1299.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1300.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1301.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1302.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1303.**

103102E

[Divisible by 3](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1304.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1305.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1306.**

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1307.**

103483H

[Lots of Parabolas](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1308.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1309.**

103483G

[The Math of Sailing](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1310.**

103483E

[Fair Robbery](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1311.**

103483K

[Railroad sorting](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1312.**

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1313.**

103483F

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

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

[FelixMP's solution](#)

**1314.**

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1315.**

103430K

[Ice Cream Van](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1316.**

103430D

[Max Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1317.**

103430E

[Request Throttling](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1318.**

103430H

[Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1319.**

103430J

[Bongcloud Opening](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1320.**

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1321.**

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1322.**

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1323.**

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1324.**

103430B

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

Rating: — · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1325.**

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1326.**

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1327.**

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1328.**

103577F

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

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1329.**

103577M

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

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1330.**

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1331.**

103577D

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

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1332.**

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1333.**

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1334.**

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1335.**

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1336.**

103577A

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

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1337.**

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1338.**

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1339.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1340.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1341.**

103447B

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

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1342.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1343.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1344.**

103443G

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

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1345.**

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1346.**

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1347.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1348.**

103443D

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

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1349.**

103443B

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

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1350.**

103443M

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

Rating: — · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1351.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1352.**

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1353.**

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1354.**

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1355.**

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1356.**

103495C

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

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1357.**

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1358.**

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1359.**

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1360.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1361.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1362.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1363.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1364.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1365.**

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1366.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1367.**

101630A

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

Rating: — · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1368.**

101630D

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

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

[FelixMP's solution](#)

**1369.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1370.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1371.**

101630B

[Box](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1372.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1373.**

103416B

[SNEK](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1374.**

103416C

[Mura and love](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1375.**

103416G

[Favorite Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1376.**

103416J

[Replace by sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1377.**

103416A

[Planet Nine](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1378.**

103416D

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1379.**

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1380.**

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1381.**

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1382.**

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1383.**

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1384.**

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1385.**

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1386.**

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1387.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1388.**

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1389.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1390.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1391.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1392.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1393.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1394.**

103470C

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

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1395.**

103470M

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

Rating: — · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1396.**

103470A

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

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1397.**

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1398.**

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1399.**

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1400.**

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1401.**

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1402.**

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1403.**

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1404.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1405.**

103119L

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

Rating: — · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1406.**

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1407.**

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1408.**

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · PyPy 3-64 (first AC) · Tags: —

[FelixMP's solution](#)

**1409.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1410.**

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1411.**

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1412.**

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1413.**

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1414.**

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1415.**

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1416.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1417.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1418.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1419.**

103438G

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

Rating: — · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1420.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1421.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1422.**

103438A

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

Rating: — · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1423.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1424.**

103427L

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

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[FelixMP's solution](#)

**1425.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1426.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1427.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1428.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1429.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1430.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1431.**

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1432.**

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1433.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1434.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1435.**

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1436.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1437.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1438.**

103185B

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

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1439.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1440.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1441.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1442.**

103185C

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

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1443.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1444.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1445.**

103185N

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

Rating: — · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1446.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1447.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1448.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1449.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1450.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1451.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1452.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1453.**

100851L

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

Rating: — · first AC: 2021-10-08 · last AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1454.**

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1455.**

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1456.**

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1457.**

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1458.**

100851A

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

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1459.**

103274D

[Delivering Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1460.**

103214C

[Estatuas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · last AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1461.**

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1462.**

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1463.**

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1464.**

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1465.**

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1466.**

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1467.**

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1468.**

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1469.**

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1470.**

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1471.**

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1472.**

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1473.**

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1474.**

101992J

[The test cases](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1475.**

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1476.**

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1477.**

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1478.**

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1479.**

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1480.**

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1481.**

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1482.**

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1483.**

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1484.**

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1485.**

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1486.**

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1487.**

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1488.**

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1489.**

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1490.**

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1491.**

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1492.**

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1493.**

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1494.**

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1495.**

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1496.**

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1497.**

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1498.**

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1499.**

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1500.**

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1501.**

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1502.**

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1503.**

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1504.**

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1505.**

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1506.**

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1507.**

102896G

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

Rating: — · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1508.**

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1509.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1510.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1511.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1512.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1513.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1514.**

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1515.**

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1516.**

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1517.**

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1518.**

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1519.**

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1520.**

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1521.**

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1522.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1523.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1524.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1525.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1526.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1527.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1528.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1529.**

102920A

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

Rating: — · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1530.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1531.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1532.**

102920E

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

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1533.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1534.**

102920B

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

Rating: — · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1535.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1536.**

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1537.**

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1538.**

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1539.**

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1540.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1541.**

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1542.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1543.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1544.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1545.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1546.**

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1547.**

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1548.**

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1549.**

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1550.**

102220E

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1551.**

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1552.**

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1553.**

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1554.**

101398H

[Hip To Be Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1555.**

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1556.**

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1557.**

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1558.**

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1559.**

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1560.**

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1561.**

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1562.**

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · PyPy 3 (first AC) · Tags: —

[FelixMP's solution](#)

**1563.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1564.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1565.**

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1566.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1567.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1568.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1569.**

102861N

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

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1570.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1571.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1572.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1573.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1574.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1575.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1576.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1577.**

102268H

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Rating: — · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1578.**

102268B

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Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1579.**

102268C

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Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1580.**

102268F

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Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1581.**

101243K

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Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1582.**

101243I

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Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1583.**

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1584.**

101243F

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Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1585.**

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1586.**

101243J

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Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1587.**

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · Python 3 (first AC) · Tags: —

[FelixMP's solution](#)

**1588.**

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1589.**

101243G

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Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1590.**

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1591.**

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1592.**

102780G

[Hourglass](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · last AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1593.**

102780I

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Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1594.**

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1595.**

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · Python 3 (first AC) · Tags: —

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**1596.**

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1597.**

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1598.**

102780B

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

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1599.**

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1600.**

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1601.**

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1602.**

102801A

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

Rating: — · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1603.**

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1604.**

102801L

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

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1605.**

102801H

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

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1606.**

102801I

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

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1607.**

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1608.**

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1609.**

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1610.**

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1611.**

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1612.**

101498M

[Restore Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1613.**

101498L

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

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1614.**

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1615.**

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1616.**

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1617.**

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1618.**

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1619.**

101498H

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

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1620.**

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1621.**

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1622.**

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1623.**

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1624.**

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1625.**

101652T

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1626.**

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1627.**

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1628.**

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1629.**

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[FelixMP's solution](#)

**1630.**

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1631.**

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1632.**

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1633.**

101652X

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

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1634.**

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1635.**

101652N

[Odd Palindrome](#) · [Tutorial](#)

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**1636.**

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1637.**

102700B

[Baby name](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1638.**

102700F

[Free restricted flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1639.**

102700D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1640.**

102700A

[Approach](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1641.**

102700L

[Lonely day](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1642.**

102700C

[Cipher count](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1643.**

102700M

[Magic spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1644.**

102700E

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Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1645.**

102700K

[Katastrophic sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1646.**

102700G

[Great dinner](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1647.**

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1648.**

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1649.**

102439H

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

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1650.**

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1651.**

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1652.**

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1653.**

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1654.**

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1655.**

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1656.**

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1657.**

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1658.**

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1659.**

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1660.**

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1661.**

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1662.**

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1663.**

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1664.**

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1665.**

102536K

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Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1666.**

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1667.**

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1668.**

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1669.**

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1670.**

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1671.**

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1672.**

102471E

[Flow](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1673.**

102471M

[Value](#) · [Tutorial](#)

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

[FelixMP's solution](#)

**1674.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1675.**

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1676.**

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1677.**

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1678.**

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1679.**

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1680.**

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1681.**

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1682.**

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1683.**

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1684.**

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1685.**

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1686.**

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1687.**

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1688.**

100792K

[King's Rout](#) · [Tutorial](#)

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**1689.**

100792H

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Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1690.**

100792C

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**1691.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1692.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1693.**

100792A

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[FelixMP's solution](#)

**1694.**

102354E

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**1695.**

102354C

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**1696.**

102483A

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**1697.**

102483F

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**1698.**

102483E

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Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1699.**

102483J

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Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1700.**

102483G

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**1701.**

102483B

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Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1702.**

102483C

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Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1703.**

102483K

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Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1704.**

102483I

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Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1705.**

102483H

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Rating: — · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1706.**

102500A

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Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1707.**

102500G

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Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1708.**

102500C

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**1709.**

102500F

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Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1710.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1711.**

102500E

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Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1712.**

102460A

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Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1713.**

102460E

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Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1714.**

102460K

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Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1715.**

102460J

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Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1716.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1717.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1718.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1719.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1720.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1721.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1722.**

102433C

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

Rating: — · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1723.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1724.**

102192A

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

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1725.**

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1726.**

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1727.**

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1728.**

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1729.**

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1730.**

102394I

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

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1731.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1732.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1733.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1734.**

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1735.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1736.**

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1737.**

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1738.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1739.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1740.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1741.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1742.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1743.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1744.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1745.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1746.**

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1747.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1748.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1749.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1750.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1751.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1752.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · last AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1753.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1754.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1755.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1756.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1757.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1758.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1759.**

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1760.**

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1761.**

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1762.**

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1763.**

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1764.**

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1765.**

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1766.**

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1767.**

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1768.**

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1769.**

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1770.**

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1771.**

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1772.**

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1773.**

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1774.**

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1775.**

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1776.**

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1777.**

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1778.**

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1779.**

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1780.**

102299B

[Russo's Russian](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1781.**

102299J

[MasterCodeChef Russia](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1782.**

102299C

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

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1783.**

102299G

[Hunting Ieshys](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1784.**

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1785.**

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1786.**

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1787.**

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1788.**

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1789.**

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1790.**

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1791.**

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1792.**

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1793.**

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1794.**

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1795.**

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1796.**

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1797.**

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1798.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · last AC: 2019-08-03 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1799.**

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1800.**

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1801.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1802.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1803.**

100524I

[Interactive Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1804.**

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1805.**

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1806.**

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1807.**

100524A

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

Rating: — · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1808.**

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1809.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1810.**

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)**1811.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)**1812.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)**1813.**

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[FelixMP's solution](#)**1814.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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101612K

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Rating: — · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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101612B

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101612A

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101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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101611F

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Rating: — · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)**1820.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1821.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1822.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1823.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1824.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1825.**

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1826.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1827.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1828.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1829.**

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1830.**

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1831.**

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1832.**

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1833.**

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1834.**

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1835.**

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1836.**

101775D

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

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1837.**

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1838.**

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1839.**

101775H

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

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1840.**

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1841.**

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1842.**

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1843.**

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1844.**

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1845.**

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1846.**

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1847.**

101174K

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

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1848.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1849.**

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1850.**

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1851.**

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1852.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1853.**

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1854.**

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1855.**

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1856.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1857.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1858.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1859.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1860.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1861.**

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1862.**

101623K

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

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1863.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1864.**

101623G

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

Rating: — · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1865.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1866.**

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1867.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1868.**

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1869.**

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1870.**

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1871.**

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1872.**

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1873.**

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1874.**

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1875.**

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1876.**

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1877.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1878.**

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1879.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1880.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1881.**

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1882.**

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1883.**

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1884.**

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1885.**

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1886.**

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1887.**

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1888.**

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)

**1889.**

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1890.**

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1891.**

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1892.**

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1893.**

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1894.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1895.**

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1896.**

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1897.**

101915L

[Eyb0ss](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1898.**

101915B

[Ali and Wi-Fi](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1899.**

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1900.**

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1901.**

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1902.**

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1903.**

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1904.**

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1905.**

101915F

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

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1906.**

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1907.**

101915C

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

Rating: — · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[FelixMP's solution](#)

**1908.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: —

[FelixMP's solution](#)