

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

<https://cfelitetracker.vercel.app>

Unique solved — FurinaHateComma

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

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

Filters: none

Count: 465

1.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,252 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[FurinaHateComma's solution](#)

2.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,997 global accepts · Rating: 800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FurinaHateComma's solution](#)

3.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FurinaHateComma's solution](#)

4.

2170A

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

Quality: 19,939 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[FurinaHateComma's solution](#)

5.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[FurinaHateComma's solution](#)

6.

2179A

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

Quality: 34,424 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[FurinaHateComma's solution](#)

7.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[FurinaHateComma's solution](#)

8.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[FurinaHateComma's solution](#)

9.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[FurinaHateComma's solution](#)

10.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[FurinaHateComma's solution](#)

11.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[FurinaHateComma's solution](#)

12.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,910 global accepts · Rating: 800 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[FurinaHateComma's solution](#)

13.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[FurinaHateComma's solution](#)

14.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings
[FurinaHateComma's solution](#)

15.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[FurinaHateComma's solution](#)

16.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,065 global accepts · Rating: 800 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[FurinaHateComma's solution](#)

17.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,830 global accepts · Rating: 800 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[FurinaHateComma's solution](#)

18.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,474 global accepts · Rating: 800 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[FurinaHateComma's solution](#)

19.

791A

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

Quality: 257,243 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[FurinaHateComma's solution](#)

20.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

21.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[FurinaHateComma's solution](#)

22.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,348 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[FurinaHateComma's solution](#)

23.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,762 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FurinaHateComma's solution](#)

24.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,167 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FurinaHateComma's solution](#)

25.

2152A

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

Quality: 22,308 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FurinaHateComma's solution](#)

26.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,700 global accepts · Rating: 800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[FurinaHateComma's solution](#)

27.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

28.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FurinaHateComma's solution](#)

29.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FurinaHateComma's solution](#)

30.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,122 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

31.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,560 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[FurinaHateComma's solution](#)

32.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,968 global accepts · Rating: 800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FurinaHateComma's solution](#)

33.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,867 global accepts · Rating: 800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FurinaHateComma's solution](#)

34.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

35.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,490 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[FurinaHateComma's solution](#)

36.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,268 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FurinaHateComma's solution](#)

37.

2125A

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

Quality: 27,985 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[FurinaHateComma's solution](#)

38.

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

[FurinaHateComma's solution](#)

39.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

40.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[FurinaHateComma's solution](#)

41.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FurinaHateComma's solution](#)

42.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FurinaHateComma's solution](#)

43.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,976 global accepts · Rating: 800 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[FurinaHateComma's solution](#)

44.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[FurinaHateComma's solution](#)

45.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

46.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[FurinaHateComma's solution](#)

47.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[FurinaHateComma's solution](#)

48.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FurinaHateComma's solution](#)

49.

2064A

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

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[FurinaHateComma's solution](#)

50.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[FurinaHateComma's solution](#)

51.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[FurinaHateComma's solution](#)

52.

2057A

[MEX Table](#) · [Tutorial](#)

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

[FurinaHateComma's solution](#)

53.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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

[FurinaHateComma's solution](#)

54.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FurinaHateComma's solution](#)

55.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,828 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[FurinaHateComma's solution](#)

56.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[FurinaHateComma's solution](#)

57.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

58.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

59.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[FurinaHateComma's solution](#)

60.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FurinaHateComma's solution](#)

61.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[FurinaHateComma's solution](#)

62.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

63.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[FurinaHateComma's solution](#)

64.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[FurinaHateComma's solution](#)

65.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[FurinaHateComma's solution](#)

66.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[FurinaHateComma's solution](#)

67.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,732 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[FurinaHateComma's solution](#)

68.

1194A

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

Quality: 17,376 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[FurinaHateComma's solution](#)

69.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[FurinaHateComma's solution](#)

70.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[FurinaHateComma's solution](#)

71.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,268 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[FurinaHateComma's solution](#)

72.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FurinaHateComma's solution](#)

73.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[FurinaHateComma's solution](#)

74.

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[FurinaHateComma's solution](#)

75.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,933 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers
[FurinaHateComma's solution](#)

76.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[FurinaHateComma's solution](#)

77.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings
[FurinaHateComma's solution](#)

78.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[FurinaHateComma's solution](#)

79.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[FurinaHateComma's solution](#)

80.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[FurinaHateComma's solution](#)

81.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[FurinaHateComma's solution](#)

82.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[FurinaHateComma's solution](#)

83.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,283 global accepts · Rating: 900 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[FurinaHateComma's solution](#)

84.

2203B

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

Quality: 14,303 global accepts · Rating: 1000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[FurinaHateComma's solution](#)

85.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[FurinaHateComma's solution](#)

86.

2167D

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

Quality: 30,209 global accepts · Rating: 1000 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[FurinaHateComma's solution](#)

87.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[FurinaHateComma's solution](#)

88.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FurinaHateComma's solution](#)

89.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[FurinaHateComma's solution](#)

90.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[FurinaHateComma's solution](#)

91.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[FurinaHateComma's solution](#)

92.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,706 global accepts · Rating: 1000 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

93.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[FurinaHateComma's solution](#)

94.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

95.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[FurinaHateComma's solution](#)

96.

2179C

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

Quality: 22,304 global accepts · Rating: 1100 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[FurinaHateComma's solution](#)

97.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

98.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,388 global accepts · Rating: 1100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[FurinaHateComma's solution](#)

99.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[FurinaHateComma's solution](#)

100.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings, strings

[FurinaHateComma's solution](#)

101.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[FurinaHateComma's solution](#)

102.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,625 global accepts · Rating: 1100 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FurinaHateComma's solution](#)

103.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,397 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[FurinaHateComma's solution](#)

104.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[FurinaHateComma's solution](#)

105.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[FurinaHateComma's solution](#)

106.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[FurinaHateComma's solution](#)

107.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[FurinaHateComma's solution](#)

108.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[FurinaHateComma's solution](#)

109.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,440 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers
[FurinaHateComma's solution](#)

110.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math
[FurinaHateComma's solution](#)

111.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[FurinaHateComma's solution](#)

112.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,316 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[FurinaHateComma's solution](#)

113.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[FurinaHateComma's solution](#)

114.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[FurinaHateComma's solution](#)

115.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[FurinaHateComma's solution](#)

116.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[FurinaHateComma's solution](#)

117.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[FurinaHateComma's solution](#)

118.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FurinaHateComma's solution](#)

119.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[FurinaHateComma's solution](#)

120.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FurinaHateComma's solution](#)

121.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[FurinaHateComma's solution](#)

122.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,819 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[FurinaHateComma's solution](#)

123.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1200 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FurinaHateComma's solution](#)

124.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[FurinaHateComma's solution](#)

125.

2170B

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

Quality: 14,292 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

126.

2182C

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

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[FurinaHateComma's solution](#)

127.

2175C

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

Rating: 1200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[FurinaHateComma's solution](#)

128.

2174A

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

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[FurinaHateComma's solution](#)

129.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

130.

2136C

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

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

[FurinaHateComma's solution](#)

131.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,682 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[FurinaHateComma's solution](#)

132.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[FurinaHateComma's solution](#)

133.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

134.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[FurinaHateComma's solution](#)

135.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,309 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[FurinaHateComma's solution](#)

136.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FurinaHateComma's solution](#)

137.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[FurinaHateComma's solution](#)

138.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[FurinaHateComma's solution](#)

139.

2053B

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

Quality: 16,980 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[FurinaHateComma's solution](#)

140.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[FurinaHateComma's solution](#)

141.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[FurinaHateComma's solution](#)

142.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,902 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[FurinaHateComma's solution](#)

143.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[FurinaHateComma's solution](#)

144.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,515 global accepts · Rating: 1300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FurinaHateComma's solution](#)

145.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[FurinaHateComma's solution](#)

146.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FurinaHateComma's solution](#)

147.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[FurinaHateComma's solution](#)

148.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[FurinaHateComma's solution](#)

149.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[FurinaHateComma's solution](#)

150.

2145C

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

Quality: 15,404 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[FurinaHateComma's solution](#)

151.

2152B

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

Quality: 12,856 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[FurinaHateComma's solution](#)

152.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FurinaHateComma's solution](#)

153.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[FurinaHateComma's solution](#)

154.

2129A

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

Quality: 16,652 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[FurinaHateComma's solution](#)

155.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[FurinaHateComma's solution](#)

156.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1300 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[FurinaHateComma's solution](#)

157.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[FurinaHateComma's solution](#)

158.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[FurinaHateComma's solution](#)

159.

2118C

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

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[FurinaHateComma's solution](#)

160.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[FurinaHateComma's solution](#)

161.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FurinaHateComma's solution](#)

162.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[FurinaHateComma's solution](#)

163.

426B

[Sereja and Mirroring](#) · Tutorial

Quality: 3,961 global accepts · Rating: 1300 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FurinaHateComma's solution](#)

164.

2064C

[Remove the Ends](#) · Tutorial

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[FurinaHateComma's solution](#)

165.

2059B

[Cost of the Array](#) · Tutorial

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FurinaHateComma's solution](#)

166.

1315B

[Homecoming](#) · Tutorial

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[FurinaHateComma's solution](#)

167.

1470A

[Strange Birthday Party](#) · Tutorial

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[FurinaHateComma's solution](#)

168.

1037C

[Equalize](#) · Tutorial

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[FurinaHateComma's solution](#)

169.

1945D

[Seraphim the Owl](#) · Tutorial

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FurinaHateComma's solution](#)

170.

2033D

[Kousuke's Assignment](#) · Tutorial

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[FurinaHateComma's solution](#)

171.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · Tutorial

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FurinaHateComma's solution](#)

172.

2204D

[Alternating Path](#) · Tutorial

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[FurinaHateComma's solution](#)

173.

2190B1

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

Quality: 10,680 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[FurinaHateComma's solution](#)

174.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[FurinaHateComma's solution](#)

175.

2173C

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

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[FurinaHateComma's solution](#)

176.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[FurinaHateComma's solution](#)

177.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[FurinaHateComma's solution](#)

178.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[FurinaHateComma's solution](#)

179.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math, sortings

[FurinaHateComma's solution](#)

180.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[FurinaHateComma's solution](#)

181.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,795 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[FurinaHateComma's solution](#)

182.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,123 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[FurinaHateComma's solution](#)

183.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[FurinaHateComma's solution](#)

184.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[FurinaHateComma's solution](#)

185.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,950 global accepts · Rating: 1400 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[FurinaHateComma's solution](#)

186.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,831 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[FurinaHateComma's solution](#)

187.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[FurinaHateComma's solution](#)

188.

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar

[FurinaHateComma's solution](#)

189.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,061 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[FurinaHateComma's solution](#)

190.

2038L

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

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[FurinaHateComma's solution](#)

191.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[FurinaHateComma's solution](#)

192.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[FurinaHateComma's solution](#)

193.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
[FurinaHateComma's solution](#)

194.

295A

[Greg and Array](#) · Tutorial

Quality: 26,012 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[FurinaHateComma's solution](#)

195.

2032C

[Trinity](#) · Tutorial

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[FurinaHateComma's solution](#)

196.

1380C

[Create The Teams](#) · Tutorial

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[FurinaHateComma's solution](#)

197.

2033C

[Sakurako's Field Trip](#) · Tutorial

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers
[FurinaHateComma's solution](#)

198.

2203C

[Test Generator](#) · Tutorial

Quality: 7,038 global accepts · Rating: 1500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[FurinaHateComma's solution](#)

199.

2075C

[Two Colors](#) · Tutorial

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math
[FurinaHateComma's solution](#)

200.

557B

[Pasha and Tea](#) · Tutorial

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, sortings
[FurinaHateComma's solution](#)

201.

1487D

[Pythagorean Triples](#) · Tutorial

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory
[FurinaHateComma's solution](#)

202.

2155C

[The Ancient Wizards' Capes](#) · Tutorial

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[FurinaHateComma's solution](#)

203.

362A

[Two Semiknights Meet](#) · Tutorial

Quality: 2,805 global accepts · Rating: 1500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FurinaHateComma's solution](#)

204.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[FurinaHateComma's solution](#)

205.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FurinaHateComma's solution](#)

206.

2116C

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

Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[FurinaHateComma's solution](#)

207.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dsu, implementation

[FurinaHateComma's solution](#)

208.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[FurinaHateComma's solution](#)

209.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[FurinaHateComma's solution](#)

210.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[FurinaHateComma's solution](#)

211.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,733 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math

[FurinaHateComma's solution](#)

212.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[FurinaHateComma's solution](#)

213.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[FurinaHateComma's solution](#)

214.

166C

[Median](#) · [Tutorial](#)

Quality: 7,431 global accepts · Rating: 1500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[FurinaHateComma's solution](#)

215.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,627 global accepts · Rating: 1500 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[FurinaHateComma's solution](#)

216.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[FurinaHateComma's solution](#)

217.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,201 global accepts · Rating: 1500 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[FurinaHateComma's solution](#)

218.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FurinaHateComma's solution](#)

219.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[FurinaHateComma's solution](#)

220.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[FurinaHateComma's solution](#)

221.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[FurinaHateComma's solution](#)

222.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,901 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[FurinaHateComma's solution](#)

223.

2197D

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

Rating: 1600 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[FurinaHateComma's solution](#)

224.

2182D

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

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[FurinaHateComma's solution](#)

225.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FurinaHateComma's solution](#)

226.

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[FurinaHateComma's solution](#)

227.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[FurinaHateComma's solution](#)

228.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[FurinaHateComma's solution](#)

229.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[FurinaHateComma's solution](#)

230.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[FurinaHateComma's solution](#)

231.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[FurinaHateComma's solution](#)

232.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[FurinaHateComma's solution](#)

233.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[FurinaHateComma's solution](#)

234.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, two pointers

[FurinaHateComma's solution](#)

235.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[FurinaHateComma's solution](#)

236.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[FurinaHateComma's solution](#)

237.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[FurinaHateComma's solution](#)

238.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[FurinaHateComma's solution](#)

239.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[FurinaHateComma's solution](#)

240.

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[FurinaHateComma's solution](#)

241.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[FurinaHateComma's solution](#)

242.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FurinaHateComma's solution](#)

243.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[FurinaHateComma's solution](#)

244.

2159A

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

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[FurinaHateComma's solution](#)

245.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[FurinaHateComma's solution](#)

246.

2136D

[For the Champion](#) · [Tutorial](#)

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

[FurinaHateComma's solution](#)

247.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[FurinaHateComma's solution](#)

248.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[FurinaHateComma's solution](#)

249.

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

[FurinaHateComma's solution](#)

250.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[FurinaHateComma's solution](#)

251.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[FurinaHateComma's solution](#)

252.

2053D

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

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

[FurinaHateComma's solution](#)

253.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[FurinaHateComma's solution](#)

254.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[FurinaHateComma's solution](#)

255.

2029C

[New Rating](#) · [Tutorial](#)

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

[FurinaHateComma's solution](#)

256.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[FurinaHateComma's solution](#)

257.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[FurinaHateComma's solution](#)

258.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[FurinaHateComma's solution](#)

259.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[FurinaHateComma's solution](#)

260.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[FurinaHateComma's solution](#)

261.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-31 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[FurinaHateComma's solution](#)

262.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[FurinaHateComma's solution](#)

263.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp

[FurinaHateComma's solution](#)

264.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, probabilities, two pointers

[FurinaHateComma's solution](#)

265.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[FurinaHateComma's solution](#)

266.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[FurinaHateComma's solution](#)

267.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[FurinaHateComma's solution](#)

268.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[FurinaHateComma's solution](#)

269.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[FurinaHateComma's solution](#)

270.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[FurinaHateComma's solution](#)

271.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[FurinaHateComma's solution](#)

272.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,939 global accepts · Rating: 1800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

games, greedy

[FurinaHateComma's solution](#)

273.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[FurinaHateComma's solution](#)

274.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[FurinaHateComma's solution](#)

275.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[FurinaHateComma's solution](#)

276.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[FurinaHateComma's solution](#)

277.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[FurinaHateComma's solution](#)

278.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[FurinaHateComma's solution](#)

279.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[FurinaHateComma's solution](#)

280.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[FurinaHateComma's solution](#)

281.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[FurinaHateComma's solution](#)

282.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[FurinaHateComma's solution](#)

283.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[FurinaHateComma's solution](#)

284.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[FurinaHateComma's solution](#)

285.

2128E1

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

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[FurinaHateComma's solution](#)

286.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[FurinaHateComma's solution](#)

287.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[FurinaHateComma's solution](#)

288.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[FurinaHateComma's solution](#)

289.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[FurinaHateComma's solution](#)

290.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[FurinaHateComma's solution](#)

291.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[FurinaHateComma's solution](#)

292.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[FurinaHateComma's solution](#)

293.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[FurinaHateComma's solution](#)

294.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[FurinaHateComma's solution](#)

295.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[FurinaHateComma's solution](#)

296.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[FurinaHateComma's solution](#)

297.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[FurinaHateComma's solution](#)

298.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[FurinaHateComma's solution](#)

299.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[FurinaHateComma's solution](#)

300.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[FurinaHateComma's solution](#)

301.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[FurinaHateComma's solution](#)

302.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[FurinaHateComma's solution](#)

303.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[FurinaHateComma's solution](#)

304.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2025-03-05 · last AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[FurinaHateComma's solution](#)

305.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[FurinaHateComma's solution](#)

306.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[FurinaHateComma's solution](#)

307.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[FurinaHateComma's solution](#)

308.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[FurinaHateComma's solution](#)

309.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[FurinaHateComma's solution](#)

310.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[FurinaHateComma's solution](#)

311.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math

[FurinaHateComma's solution](#)

312.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[FurinaHateComma's solution](#)

313.

2210C2

[A Simple GCD Problem \(Hard Version\) · Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[FurinaHateComma's solution](#)

314.

2145E

[Predicting Popularity · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[FurinaHateComma's solution](#)

315.

2152E

[Monotone Subsequence · Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[FurinaHateComma's solution](#)

316.

960F

[Pathwalks · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[FurinaHateComma's solution](#)

317.

132D

[Constants in the language of Shakespeare · Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[FurinaHateComma's solution](#)

318.

2124E

[Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[FurinaHateComma's solution](#)

319.

754D

[Fedor and coupons · Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[FurinaHateComma's solution](#)

320.

1322B

[Present · Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[FurinaHateComma's solution](#)

321.

1790F

[Timofey and Black-White Tree · Tutorial](#)

Quality: 4,000 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[FurinaHateComma's solution](#)

322.

767B

[The Queue · Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[FurinaHateComma's solution](#)

323.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory

[FurinaHateComma's solution](#)

324.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[FurinaHateComma's solution](#)

325.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[FurinaHateComma's solution](#)

326.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[FurinaHateComma's solution](#)

327.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory, probabilities

[FurinaHateComma's solution](#)

328.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[FurinaHateComma's solution](#)

329.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[FurinaHateComma's solution](#)

330.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[FurinaHateComma's solution](#)

331.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, trees

[FurinaHateComma's solution](#)

332.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[FurinaHateComma's solution](#)

333.

2143D2

[Inversion Graph Coloring \(Hard Version\) · Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[FurinaHateComma's solution](#)

334.

731E

[Funny Game · Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[FurinaHateComma's solution](#)

335.

1092D2

[Great Vova Wall \(Version 2\) · Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[FurinaHateComma's solution](#)

336.

165E

[Compatible Numbers · Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[FurinaHateComma's solution](#)

337.

1156E

[Special Segments of Permutation · Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2025-03-18 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[FurinaHateComma's solution](#)

338.

271E

[Three Horses · Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[FurinaHateComma's solution](#)

339.

1557D

[Ezzat and Grid · Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[FurinaHateComma's solution](#)

340.

1498D

[Bananas in a Microwave · Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[FurinaHateComma's solution](#)

341.

1559E

[Mocha and Stars · Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[FurinaHateComma's solution](#)

342.

888G

[Xor-MST · Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2025-03-20 · last AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[FurinaHateComma's solution](#)

343.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[FurinaHateComma's solution](#)

344.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[FurinaHateComma's solution](#)

345.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-08-30 · last AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[FurinaHateComma's solution](#)

346.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[FurinaHateComma's solution](#)

347.

178E3

[The Beaver's Problem - 2](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2300 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

348.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[FurinaHateComma's solution](#)

349.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[FurinaHateComma's solution](#)

350.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math

[FurinaHateComma's solution](#)

351.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,603 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[FurinaHateComma's solution](#)

352.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[FurinaHateComma's solution](#)

353.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[FurinaHateComma's solution](#)

354.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
[FurinaHateComma's solution](#)

355.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[FurinaHateComma's solution](#)

356.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[FurinaHateComma's solution](#)

357.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-10-11 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[FurinaHateComma's solution](#)

358.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees
[FurinaHateComma's solution](#)

359.

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[FurinaHateComma's solution](#)

360.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[FurinaHateComma's solution](#)

361.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings
[FurinaHateComma's solution](#)

362.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[FurinaHateComma's solution](#)

363.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[FurinaHateComma's solution](#)

364.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[FurinaHateComma's solution](#)

365.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[FurinaHateComma's solution](#)

366.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[FurinaHateComma's solution](#)

367.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[FurinaHateComma's solution](#)

368.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[FurinaHateComma's solution](#)

369.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[FurinaHateComma's solution](#)

370.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[FurinaHateComma's solution](#)

371.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[FurinaHateComma's solution](#)

372.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[FurinaHateComma's solution](#)

373.

2175E2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[FurinaHateComma's solution](#)

374.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[FurinaHateComma's solution](#)

375.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[FurinaHateComma's solution](#)

376.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[FurinaHateComma's solution](#)

377.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[FurinaHateComma's solution](#)

378.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[FurinaHateComma's solution](#)

379.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive

[FurinaHateComma's solution](#)

380.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[FurinaHateComma's solution](#)

381.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[FurinaHateComma's solution](#)

382.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[FurinaHateComma's solution](#)

383.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs

[FurinaHateComma's solution](#)

384.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FurinaHateComma's solution](#)

385.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[FurinaHateComma's solution](#)

386.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[FurinaHateComma's solution](#)

387.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[FurinaHateComma's solution](#)

388.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[FurinaHateComma's solution](#)

389.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[FurinaHateComma's solution](#)

390.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[FurinaHateComma's solution](#)

391.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[FurinaHateComma's solution](#)

392.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[FurinaHateComma's solution](#)

393.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[FurinaHateComma's solution](#)

394.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[FurinaHateComma's solution](#)

395.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[FurinaHateComma's solution](#)

396.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[FurinaHateComma's solution](#)

397.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[FurinaHateComma's solution](#)

398.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[FurinaHateComma's solution](#)

399.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[FurinaHateComma's solution](#)

400.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[FurinaHateComma's solution](#)

401.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[FurinaHateComma's solution](#)

402.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[FurinaHateComma's solution](#)

403.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[FurinaHateComma's solution](#)

404.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[FurinaHateComma's solution](#)

405.

2223D

[Zhily and Cycle](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[FurinaHateComma's solution](#)

406.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[FurinaHateComma's solution](#)

407.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[FurinaHateComma's solution](#)

408.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FurinaHateComma's solution](#)

409.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[FurinaHateComma's solution](#)

410.

2219C

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

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[FurinaHateComma's solution](#)

411.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,997 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[FurinaHateComma's solution](#)

412.

2219B1

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

Quality: 3,607 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[FurinaHateComma's solution](#)

413.

2219B2

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

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[FurinaHateComma's solution](#)

414.

105909K

[UNOj Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

415.

105977B

[XCPC · Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

416.

105977I

[Riputorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

417.

105977C

[NOMep](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

418.

105977H

[UNarSR6v,,nÑgpk{-](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

419.

105977L

[Oeprial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

420.

105977J

[gJuphalThN 'Ñ](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

421.

105977G

[p7EtsObK](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

422.

105977K

[VERTeX · Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

423.

105977M

[Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

424.

105992I

[Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

425.

105992A

[Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

426.

105992J

[Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

427.

105992E

[Djangle v. Tepca-Óg,,](#)

Rating: — · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

428.

105992K

[Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

429.

105992M

[Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

430.

105992G

[Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

431.

105992D

[Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

432.

105992H

[V b 112.5 Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

433.

104791B

[810975 · Tutorial](#)

Rating: — · first AC: 2025-03-27 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

434.

105494G

[Need More Gold](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

435.

105494C

[Linear Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

436.

105494F

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

437.

105494D

[Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

438.

105494I

[Study Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

439.

105494E

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

440.

105494H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

441.

105494B

[Ant Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

442.

105494A

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

Rating: — · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

443.

105532G

[The Picky Ewok](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

444.

105532E

[Droid Foundry A \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

445.

105532D

[Jar Jar Thinks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

446.

105532F

[Droid Foundry B \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

447.

105532C

[Who Shot First?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

448.

105532B

[VADA X](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

449.

105532A

[Force Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

450.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[FurinaHateComma's solution](#)

451.

105537I

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

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[FurinaHateComma's solution](#)

452.

105537J

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

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

453.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

454.

105537A

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

Rating: — · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

455.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[FurinaHateComma's solution](#)

456.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[FurinaHateComma's solution](#)

457.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[FurinaHateComma's solution](#)

458.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[FurinaHateComma's solution](#)

459.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[FurinaHateComma's solution](#)

460.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[FurinaHateComma's solution](#)

461.

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[FurinaHateComma's solution](#)

462.

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[FurinaHateComma's solution](#)

463.

105161I

[Integer Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[FurinaHateComma's solution](#)

464.

105161G

[Download Time Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[FurinaHateComma's solution](#)

465.

105161F

[Download Speed Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[FurinaHateComma's solution](#)