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Unique solved — G.E.M.

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

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Filters: none

Count: 760

- 1.**
2137A
[Collatz Conjecture](#) · [Tutorial](#)
Quality: 35,315 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[G.E.M.'s solution](#)
- 2.**
1995A
[Diagonals](#) · [Tutorial](#)
Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[G.E.M.'s solution](#)
- 3.**
1879A
[Rigged!](#) · [Tutorial](#)
Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[G.E.M.'s solution](#)
- 4.**
1437A
[Marketing Scheme](#) · [Tutorial](#)
Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[G.E.M.'s solution](#)
- 5.**
1228A
[Distinct Digits](#) · [Tutorial](#)
Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation
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- 6.**
1178A
[Prime Minister](#) · [Tutorial](#)
Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy
[G.E.M.'s solution](#)
- 7.**
1194A
[Remove a Progression](#) · [Tutorial](#)
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- 8.**
1185A
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- 9.**
1148A
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10.

1143A

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11.

658A

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12.

1087A

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13.

1104A

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14.

1167A

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15.

1150A

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16.

1114A

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17.

1093A

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18.

1058A

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Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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19.

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20.

1879B

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21.

1295A

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22.

1197A

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23.

1187A

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24.

1175A

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25.

839A

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26.

1163A

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27.

1150B

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28.

1093B

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29.

1008A

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30.

1237A

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31.

1197B

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- 32.**
1195B
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- 33.**
1195A
[Drinks Choosing](#) · [Tutorial](#)
Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math
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- 34.**
1174A
[Ehab Fails to Be Thanos](#) · [Tutorial](#)
Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
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1155A
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1153A
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1008B
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- 38.**
990A
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1A
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- 40.**
2137C
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- 41.**
1995B1
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- 42.**
1202A
[You Are Given Two Binary Strings...](#) · [Tutorial](#)
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[G.E.M.'s solution](#)

43.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: —

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44.

2137D

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45.

1437B

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46.

1100C

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47.

1185B

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48.

1185C1

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49.

1174B

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50.

1143B

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51.

658B

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52.

1104B

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53.

1150C

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Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

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54.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

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55.

1153B

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Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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56.

1131C

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Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

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57.

445A

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58.

990B

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[G.E.M.'s solution](#)

59.

934B

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60.

1879C

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61.

1381A1

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62.

1237B

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63.

1178C

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64.

1178B

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65.

1194C

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66.

1194B

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67.

1187B

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68.

1174C

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69.

1155C

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70.

1093C

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71.

1058C

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72.

238A

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73.

1008C

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74.

1292A

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75.

1228B

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76.

1197C

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77.

1195C

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78.

1190A

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79.

1143C

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80.

1104C

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81.

1167C

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82.

1167B

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83.

1156A

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84.

799B

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85.

934A

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86.

2137E

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87.

1710A

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88.

1436C

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89.

1444A

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90.

1404A

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91.

1416A

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92.

1338A

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93.

1242A

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94.

1178D

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95.

1195D1

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96.

316E1

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97.

839C

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98.

1167D

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99.

1163B1

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100.

1114B

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101.

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102.

343A

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103.

1437D

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104.

1349A

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105.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[G.E.M.'s solution](#)

106.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[G.E.M.'s solution](#)

107.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: math, number theory

[G.E.M.'s solution](#)

108.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[G.E.M.'s solution](#)

109.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[G.E.M.'s solution](#)

110.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[G.E.M.'s solution](#)

111.

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[G.E.M.'s solution](#)

112.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: implementation

[G.E.M.'s solution](#)

113.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[G.E.M.'s solution](#)

114.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[G.E.M.'s solution](#)

115.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,495 global accepts · Rating: 1700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[G.E.M.'s solution](#)

116.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[G.E.M.'s solution](#)

117.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[G.E.M.'s solution](#)

118.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[G.E.M.'s solution](#)

119.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[G.E.M.'s solution](#)

120.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[G.E.M.'s solution](#)

121.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[G.E.M.'s solution](#)

122.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: implementation, math

[G.E.M.'s solution](#)

123.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[G.E.M.'s solution](#)

124.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[G.E.M.'s solution](#)

125.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[G.E.M.'s solution](#)

126.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[G.E.M.'s solution](#)

127.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[G.E.M.'s solution](#)

128.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-08-05 · Python 2 (first AC) · Tags: *special

[G.E.M.'s solution](#)

129.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: binary search, greedy

[G.E.M.'s solution](#)

130.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[G.E.M.'s solution](#)

131.

533C

[Board Game](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 1700 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: games, greedy, implementation, math

[G.E.M.'s solution](#)

132.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math

[G.E.M.'s solution](#)

133.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: brute force, greedy

[G.E.M.'s solution](#)

134.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: implementation, math

[G.E.M.'s solution](#)

135.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[G.E.M.'s solution](#)

136.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[G.E.M.'s solution](#)

137.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[G.E.M.'s solution](#)

138.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: implementation, trees

[G.E.M.'s solution](#)

139.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: greedy, strings

[G.E.M.'s solution](#)

140.

1037D

[Valid BFS? · Tutorial](#)

Quality: 19,103 global accepts · Rating: 1700 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[G.E.M.'s solution](#)

141.

1114C

[Trailing Loves \(or L'oeufs?\) · Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[G.E.M.'s solution](#)

142.

1093D

[Beautiful Graph · Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[G.E.M.'s solution](#)

143.

990D

[Graph And Its Complement · Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation

[G.E.M.'s solution](#)

144.

148D

[Bag of mice · Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2018-05-26 · last AC: 2026-02-27 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[G.E.M.'s solution](#)

145.

1995C

[Squaring · Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[G.E.M.'s solution](#)

146.

1718A1

[Burenka and Traditions \(easy version\) · Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[G.E.M.'s solution](#)

147.

1442B

[Identify the Operations · Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[G.E.M.'s solution](#)

148.

1442A

[Extreme Subtraction · Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[G.E.M.'s solution](#)

149.

1437C

[Chef Monocarp · Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[G.E.M.'s solution](#)

150.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dp

[G.E.M.'s solution](#)

151.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[G.E.M.'s solution](#)

152.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[G.E.M.'s solution](#)

153.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[G.E.M.'s solution](#)

154.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, implementation

[G.E.M.'s solution](#)

155.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[G.E.M.'s solution](#)

156.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games

[G.E.M.'s solution](#)

157.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[G.E.M.'s solution](#)

158.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-29 · last AC: 2019-06-29 · GNU C++11 (first AC) · Tags: implementation, math

[G.E.M.'s solution](#)

159.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: brute force, greedy

[G.E.M.'s solution](#)

160.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[G.E.M.'s solution](#)

161.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[G.E.M.'s solution](#)

162.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: data structures, greedy

[G.E.M.'s solution](#)

163.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-29 · GNU C++ (first AC) · Tags: greedy

[G.E.M.'s solution](#)

164.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[G.E.M.'s solution](#)

165.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[G.E.M.'s solution](#)

166.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[G.E.M.'s solution](#)

167.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[G.E.M.'s solution](#)

168.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[G.E.M.'s solution](#)

169.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[G.E.M.'s solution](#)

170.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[G.E.M.'s solution](#)

171.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[G.E.M.'s solution](#)

172.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[G.E.M.'s solution](#)

173.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[G.E.M.'s solution](#)

174.

784D

[Touchy-Feely Palindromes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 1900 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, implementation

[G.E.M.'s solution](#)

175.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, implementation

[G.E.M.'s solution](#)

176.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: brute force, two pointers

[G.E.M.'s solution](#)

177.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, math

[G.E.M.'s solution](#)

178.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[G.E.M.'s solution](#)

179.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[G.E.M.'s solution](#)

180.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: games

[G.E.M.'s solution](#)

181.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[G.E.M.'s solution](#)

182.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[G.E.M.'s solution](#)

183.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[G.E.M.'s solution](#)

184.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[G.E.M.'s solution](#)

185.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[G.E.M.'s solution](#)

186.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search

[G.E.M.'s solution](#)

187.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[G.E.M.'s solution](#)

188.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: brute force, geometry

[G.E.M.'s solution](#)

189.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[G.E.M.'s solution](#)

190.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[G.E.M.'s solution](#)

191.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: dp

[G.E.M.'s solution](#)

192.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2018-02-10 · last AC: 2018-02-10 · GNU C++ (first AC) · Tags: *special

[G.E.M.'s solution](#)

193.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[G.E.M.'s solution](#)

194.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[G.E.M.'s solution](#)

195.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[G.E.M.'s solution](#)

196.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[G.E.M.'s solution](#)

197.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-01-19 · last AC: 2020-01-19 · GNU C++11 (first AC) · Tags: dp, greedy, math

[G.E.M.'s solution](#)

198.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[G.E.M.'s solution](#)

199.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · last AC: 2019-10-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[G.E.M.'s solution](#)

200.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[G.E.M.'s solution](#)

201.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: dp, two pointers

[G.E.M.'s solution](#)

202.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · last AC: 2019-09-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[G.E.M.'s solution](#)

203.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[G.E.M.'s solution](#)

204.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special

[G.E.M.'s solution](#)

205.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special

[G.E.M.'s solution](#)

206.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[G.E.M.'s solution](#)

207.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[G.E.M.'s solution](#)

208.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[G.E.M.'s solution](#)

209.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[G.E.M.'s solution](#)

210.

1143E

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-31 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[G.E.M.'s solution](#)

211.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: binary search, interactive, math

[G.E.M.'s solution](#)

212.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: implementation, math

[G.E.M.'s solution](#)

213.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2018-05-09 · GNU C++ (first AC) · Tags: dp, games

[G.E.M.'s solution](#)

214.

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: math

[G.E.M.'s solution](#)

215.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2018-07-08 · last AC: 2023-01-02 · GNU C++ (first AC) · Tags: brute force, greedy

[G.E.M.'s solution](#)

216.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[G.E.M.'s solution](#)

217.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[G.E.M.'s solution](#)

218.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[G.E.M.'s solution](#)

219.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[G.E.M.'s solution](#)

220.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, sortings, trees

[G.E.M.'s solution](#)

221.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[G.E.M.'s solution](#)

222.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: binary search, hashing, strings, two pointers

[G.E.M.'s solution](#)

223.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[G.E.M.'s solution](#)

224.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers
[G.E.M.'s solution](#)

225.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[G.E.M.'s solution](#)

226.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: brute force, math, sortings
[G.E.M.'s solution](#)

227.

1000E

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

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[G.E.M.'s solution](#)

228.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[G.E.M.'s solution](#)

229.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[G.E.M.'s solution](#)

230.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[G.E.M.'s solution](#)

231.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-22 · last AC: 2019-04-22 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math
[G.E.M.'s solution](#)

232.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2018-05-05 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[G.E.M.'s solution](#)

233.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2026-02-02 · last AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[G.E.M.'s solution](#)

234.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[G.E.M.'s solution](#)

235.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2026-01-07 · last AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[G.E.M.'s solution](#)

236.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[G.E.M.'s solution](#)

237.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[G.E.M.'s solution](#)

238.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[G.E.M.'s solution](#)

239.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[G.E.M.'s solution](#)

240.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: data structures, dp

[G.E.M.'s solution](#)

241.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[G.E.M.'s solution](#)

242.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[G.E.M.'s solution](#)

243.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-07-27 · last AC: 2019-07-27 · GNU C++11 (first AC) · Tags: bitmasks, dp

[G.E.M.'s solution](#)

244.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[G.E.M.'s solution](#)

245.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[G.E.M.'s solution](#)

246.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[G.E.M.'s solution](#)

247.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[G.E.M.'s solution](#)

248.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[G.E.M.'s solution](#)

249.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[G.E.M.'s solution](#)

250.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[G.E.M.'s solution](#)

251.

658D

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: —

[G.E.M.'s solution](#)

252.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: dp, strings

[G.E.M.'s solution](#)

253.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[G.E.M.'s solution](#)

254.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: binary search, brute force, interactive

[G.E.M.'s solution](#)

255.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[G.E.M.'s solution](#)

256.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2018-12-23 · last AC: 2018-12-23 · GNU C++11 (first AC) · Tags: dp, sortings

[G.E.M.'s solution](#)

257.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[G.E.M.'s solution](#)

258.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[G.E.M.'s solution](#)

259.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[G.E.M.'s solution](#)

260.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[G.E.M.'s solution](#)

261.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[G.E.M.'s solution](#)

262.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: dp, probabilities, shortest paths

[G.E.M.'s solution](#)

263.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-11-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[G.E.M.'s solution](#)

264.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[G.E.M.'s solution](#)

265.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[G.E.M.'s solution](#)

266.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[G.E.M.'s solution](#)

267.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[G.E.M.'s solution](#)

268.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[G.E.M.'s solution](#)

269.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[G.E.M.'s solution](#)

270.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, math

[G.E.M.'s solution](#)

271.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, math

[G.E.M.'s solution](#)

272.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-16 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[G.E.M.'s solution](#)

273.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[G.E.M.'s solution](#)

274.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[G.E.M.'s solution](#)

275.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[G.E.M.'s solution](#)

276.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings

[G.E.M.'s solution](#)

277.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[G.E.M.'s solution](#)

278.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[G.E.M.'s solution](#)

279.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[G.E.M.'s solution](#)

280.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2018-03-07 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[G.E.M.'s solution](#)

281.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2019-04-06 · last AC: 2026-02-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[G.E.M.'s solution](#)

282.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[G.E.M.'s solution](#)

283.

1818E

[Similar Polynomials](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[G.E.M.'s solution](#)

284.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[G.E.M.'s solution](#)

285.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[G.E.M.'s solution](#)

286.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: dp, math

[G.E.M.'s solution](#)

287.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, graphs

[G.E.M.'s solution](#)

288.

1206E

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

Rating: 2400 · first AC: 2019-08-20 · last AC: 2019-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive

[G.E.M.'s solution](#)

289.

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[G.E.M.'s solution](#)

290.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-15 · last AC: 2019-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[G.E.M.'s solution](#)

291.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[G.E.M.'s solution](#)

292.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[G.E.M.'s solution](#)

293.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[G.E.M.'s solution](#)

294.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-31 · last AC: 2019-05-31 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[G.E.M.'s solution](#)

295.

658E

[Bear and Contribution](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: two pointers

[G.E.M.'s solution](#)

296.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2019-05-13 · last AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[G.E.M.'s solution](#)

297.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[G.E.M.'s solution](#)

298.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[G.E.M.'s solution](#)

299.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[G.E.M.'s solution](#)

300.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2018-02-12 · GNU C++ (first AC) · Tags: data structures

[G.E.M.'s solution](#)

301.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2018-04-21 · last AC: 2026-02-26 · GNU C++ (first AC) · Tags: dp, number theory

[G.E.M.'s solution](#)

302.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[G.E.M.'s solution](#)

303.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[G.E.M.'s solution](#)

304.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[G.E.M.'s solution](#)

305.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[G.E.M.'s solution](#)

306.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[G.E.M.'s solution](#)

307.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: dp, math

[G.E.M.'s solution](#)

308.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[G.E.M.'s solution](#)

309.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[G.E.M.'s solution](#)

310.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: data structures, greedy

[G.E.M.'s solution](#)

311.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings

[G.E.M.'s solution](#)

312.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[G.E.M.'s solution](#)

313.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: data structures, number theory

[G.E.M.'s solution](#)

314.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[G.E.M.'s solution](#)

315.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

[G.E.M.'s solution](#)

316.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[G.E.M.'s solution](#)

317.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2019-10-31 · last AC: 2019-10-31 · GNU C++11 (first AC) · Tags: data structures, probabilities

[G.E.M.'s solution](#)

318.

663E

[Binary Table](#) · [Tutorial](#)

Quality: 2600 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[G.E.M.'s solution](#)

319.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: dp

[G.E.M.'s solution](#)

320.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-24 · last AC: 2019-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[G.E.M.'s solution](#)

321.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[G.E.M.'s solution](#)

322.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[G.E.M.'s solution](#)

323.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-06-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing

[G.E.M.'s solution](#)

324.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[G.E.M.'s solution](#)

325.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2020-11-24 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[G.E.M.'s solution](#)

326.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs

[G.E.M.'s solution](#)

327.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[G.E.M.'s solution](#)

328.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2019-06-05 · last AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, geometry, sortings

[G.E.M.'s solution](#)

329.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: geometry, graphs

[G.E.M.'s solution](#)

330.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · last AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[G.E.M.'s solution](#)

331.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2019-06-03 · last AC: 2019-06-03 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[G.E.M.'s solution](#)

332.

1104E

[Johnny Solving](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[G.E.M.'s solution](#)

333.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[G.E.M.'s solution](#)

334.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[G.E.M.'s solution](#)

335.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[G.E.M.'s solution](#)

336.

19D

[Points](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[G.E.M.'s solution](#)

337.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[G.E.M.'s solution](#)

338.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[G.E.M.'s solution](#)

339.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices

[G.E.M.'s solution](#)

340.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2018-07-22 · GNU C++ (first AC) · Tags: binary search, combinatorics, data structures, geometry

[G.E.M.'s solution](#)

341.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, trees

[G.E.M.'s solution](#)

342.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: dp, greedy

[G.E.M.'s solution](#)

343.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices

[G.E.M.'s solution](#)

344.

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2018-05-19 · GNU C++ (first AC) · Tags: math, shortest paths

[G.E.M.'s solution](#)

345.

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: geometry, sortings

[G.E.M.'s solution](#)

346.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[G.E.M.'s solution](#)

347.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2019-10-29 · last AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures

[G.E.M.'s solution](#)

348.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[G.E.M.'s solution](#)

349.

105851I

[g \ LGM](#) [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

350.

105851H

[LinkTree - dIÖ](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

351.

105851E

[enWAPtorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

352.

105851G

[Spokele 3/4](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

353.

105851A

[R - d01N2!](#)

Rating: — · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

354.

105851C

[x Xutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

355.

105698L

[LIS on Tree · Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

356.

105698A

[actGenshinImp · Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

357.

105698D

[Depth of Cartesian Tree · Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

358.

105698K

[Kaz's Party · Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

359.

105698G

[Get Mex Range Add Linear · Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

360.

105698I

[Inequality Satisfying Subsequences · Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

361.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

362.

105677G

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

363.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

364.

105677D

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

365.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

366.

105677H

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

367.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

368.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

369.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

370.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

371.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

372.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

373.

105299C

[Dark Matter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

374.

105300H

[Payday Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

375.

105300L

[Spin To Win](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

376.

105300F

[Mountain Heights](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

377.

105300E

[Maze Ball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

378.

105300D

[MasterChef](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

379.

105300B

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

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

380.

105300G

[Pants](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

381.

105300C

[Minimum Effort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

382.

105300A

[Bushes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

383.

105300K

[Sorting Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

384.

105299G

[Origami](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

385.

105299I

[Starry Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

386.

105299D

[Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

387.

105299F

[Magic Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

388.

105299B

[Bob](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

389.

105299E

[K Segments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

390.

105299J

[Students](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

391.

105299L

[The Tree-Mendous Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

392.

105299A

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

393.

105299K

[The Great Treasure Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

394.

105387I

[Line pinball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

395.

105387E

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

396.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

397.

105387C

[Martian Meteorology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

398.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

399.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

400.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

401.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

402.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

403.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

404.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

405.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

406.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

407.

105254V

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

408.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

409.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

410.

105254T

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

411.

105254P

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

412.

105254W

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

413.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

414.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

415.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

416.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

417.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

418.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

419.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

420.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

421.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

422.

105327L

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

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

423.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

424.

105310G

[Cereal City](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

425.

105310E

[math problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

426.

105310F

[Red Pandatrees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

427.

105310C

[Red Pandacakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

428.

105310D

[Range Flips](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

429.

105310B

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

430.

105310A

[Cereal Grids III \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

431.

105222D

[L-Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

432.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

433.

105222J

[Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

434.

105222K

[Element Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

435.

105222G

[Function Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

436.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

437.

105222B

[Link Summon](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

438.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

439.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

440.

105222E

[L-Covering Checker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

441.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

442.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[G.E.M.'s solution](#)

443.

105292I

[Image Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

444.

105292C

[Crystal Mining](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

445.

105292M

[Melting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

446.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

447.

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

448.

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

449.

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

450.

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

451.

105053F

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

Rating: — · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

452.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

453.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

454.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

455.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

456.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

457.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

458.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

459.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

460.

104945B

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

Rating: — · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

461.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

462.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

463.

104945F

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

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

464.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

465.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

466.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

467.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

468.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

469.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

470.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

471.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

472.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

473.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

474.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

475.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

476.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

477.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

478.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

479.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

480.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

481.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

482.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

483.

104777C

[Broken Robot](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

484.

104777K

[Financial Discipline](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

485.

104777H

[Fancy Arrays](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

486.

104777F

[Conflict of Interest](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

487.

104777D

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

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

[G.E.M.'s solution](#)

488.

104777E

[Pins and Jumpers](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

489.

104777L

[Computer Games](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

490.

104777J

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

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

[G.E.M.'s solution](#)

491.

104777N

[XOR Construction](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

492.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

493.

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

494.

104777M

[Treasure Chest](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

495.

104777A

[Security](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

496.

104787F

[Mystery of Prime](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

497.

104787D

[Yet Another Coffee](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

498.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

499.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

500.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

501.

104768B

[The Game](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

502.

104768I

[Barkley II](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

503.

104768C

[Master of Both IV](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

504.

104768K

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

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

[G.E.M.'s solution](#)

505.

104768G

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

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

[G.E.M.'s solution](#)

506.

104768M

[Flipping Cards](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

507.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

508.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

509.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

510.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

511.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

512.

103409D

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

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

513.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

514.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

515.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

516.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

517.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

518.

103415E

[Mathlab](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · Python 3 (first AC) · Tags: —

[G.E.M.'s solution](#)

519.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

520.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

521.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

522.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

523.

104068L

[Not a Tutorial](#)

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

[G.E.M.'s solution](#)

524.

104068F

[Toxel N Villages: Landcircles](#) [Tutorial](#)

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

[G.E.M.'s solution](#)

525.

104068K

[Dodge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

526.

104068I

[pāwōōf](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

527.

104068H

[Toxel Njōōn\[ūb ry-](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

528.

104068B

[g Yūōō](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

529.

104068D

[lyōōō](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

530.

104068C

[\I4smv.. Codeforces Rating](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

531.

104068A

[u-rĀf gMūyā b 50y](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

532.

103098B

[Beautiful Permutation · Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

533.

103098H

[Hackerman · Tutorial](#)

Rating: — · first AC: 2023-10-06 · PyPy 3-64 (first AC) · Tags: —

[G.E.M.'s solution](#)

534.

103098A

[Adjacent Rooks · Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

535.

103098E

[Even Intervals · Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

536.

103098K

[Königsberg Bridges · Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

537.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

538.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

539.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

540.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

541.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

542.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

543.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

544.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

545.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

546.

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

547.

104334E

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

548.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

549.

102511B

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

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

550.

102511G

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

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

551.

102511E

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

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

552.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

553.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

554.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

555.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

556.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

557.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

558.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

559.

104023G

[Grade 2 · Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

560.

104023A

[Dunai · Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

561.

104023E

[Python Will be Faster than C++ · Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

562.

103640G

[Generator Tree · Tutorial](#)

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

[G.E.M.'s solution](#)

563.

103640L

[Leaving Yharnam · Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

564.

103640B

[Because, Art! · Tutorial](#)

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

[G.E.M.'s solution](#)

565.

103640M

[Most Ordered Way · Tutorial](#)

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

[G.E.M.'s solution](#)

566.

103640H

[Hamilton - The Musical · Tutorial](#)

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

[G.E.M.'s solution](#)

567.

103640I

[Invested Money · Tutorial](#)

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

[G.E.M.'s solution](#)

568.

103640J

[Joining Pairs · Tutorial](#)

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

[G.E.M.'s solution](#)

569.

103640F

[Fields Division · Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

570.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

571.

104345M

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

Rating: — · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

572.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

573.

104345H

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

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

574.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

575.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

576.

104427I

[Visiting Friend](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

577.

104427E

[Treasure Box](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

578.

104427F

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

Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

579.

104427B

[Lawyers](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

580.

104427G

[Make Everything White](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

581.

104427A

[Reversing](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

582.

104427J

[Cooperation Game](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

583.

104354K

[c'rttrlep](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

584.

104354G

[Toxel NTWf&u;](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

585.

104354C

[Toxel NTWf&u; b Vh](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

586.

104354E

[we+5r8b](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

587.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

588.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

589.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

590.

104354A

[\Asmin813SW](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

591.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

592.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

593.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

594.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

595.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

596.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

597.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

598.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

599.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

600.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

601.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

602.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

603.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

604.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

605.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

606.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

607.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

608.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

609.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

610.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

611.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

612.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

613.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

614.

104337H

[Binary Crazyness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

615.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

616.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

617.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

618.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

619.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

620.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

621.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

622.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

623.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

624.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

625.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

626.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

627.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

628.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

629.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

630.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

631.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

632.

104252I

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

Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

633.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

634.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

635.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

636.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

637.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

638.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

639.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

640.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

641.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

642.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

643.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

644.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

645.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

646.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

647.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

648.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

649.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

650.

103729J

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

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

651.

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

652.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

653.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

654.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

655.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

656.

103729B

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

Rating: — · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

657.

104017C

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

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

658.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

659.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

660.

104017E

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

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

661.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

662.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

663.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

664.

104017F

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

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

665.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

666.

104270D

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

Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

667.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

668.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

669.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

670.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

671.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

672.

104270M

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

Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

673.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

674.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

675.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

676.

104064G

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

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

677.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

678.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

679.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

680.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

681.

104172L

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

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

682.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

683.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

684.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

685.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

686.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

687.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

688.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

689.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

690.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

691.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

692.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

693.

104197B

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

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

694.

104197J

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

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

[G.E.M.'s solution](#)

695.

104197D

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

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

[G.E.M.'s solution](#)

696.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

697.

104197F

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

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

[G.E.M.'s solution](#)

698.

104197K

[King of Swapping](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

699.

104197E

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

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

[G.E.M.'s solution](#)

700.

104197A

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

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

[G.E.M.'s solution](#)

701.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

702.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

703.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

704.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

705.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

706.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

707.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

708.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

709.

104008J

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

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

710.

104008C

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

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[G.E.M.'s solution](#)

711.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

712.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

713.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

714.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

715.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

716.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

717.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

718.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

719.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

720.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

721.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

722.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

723.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

724.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

725.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

726.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

727.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

728.

102823H

[Hamming Distance](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

729.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

730.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

731.

102823J

[Stone Game](#) · [Tutorial](#)

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

[G.E.M.'s solution](#)

732.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

733.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

734.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

735.

103957L

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

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

736.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

737.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

738.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

739.

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[G.E.M.'s solution](#)

740.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: —

[G.E.M.'s solution](#)

741.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: —

[G.E.M.'s solution](#)

742.

100514Q

[Peace of bzjd](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: —

[G.E.M.'s solution](#)

743.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: —

[G.E.M.'s solution](#)

744.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: —

[G.E.M.'s solution](#)

745.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: —

[G.E.M.'s solution](#)

746.

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: math, number theory

[G.E.M.'s solution](#)

747.

1145F

[Neat Words](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special

[G.E.M.'s solution](#)

748.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[G.E.M.'s solution](#)

749.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, implementation

[G.E.M.'s solution](#)

750.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, brute force

[G.E.M.'s solution](#)

751.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: *special, implementation

[G.E.M.'s solution](#)

752.

1164N

[All Streets \(2 points\)](#) · [Tutorial](#)

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