

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

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# Unique solved — George Plover

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

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

Filters: none

Count: 553

1.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[George Plover's solution](#)

2.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[George Plover's solution](#)

3.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[George Plover's solution](#)

4.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[George Plover's solution](#)

5.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[George Plover's solution](#)

6.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[George Plover's solution](#)

7.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[George Plover's solution](#)

8.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: strings

[George Plover's solution](#)

9.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[George Plover's solution](#)

**10.**

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[George Plover's solution](#)

**11.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[George Plover's solution](#)

**12.**

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[George Plover's solution](#)

**13.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[George Plover's solution](#)

**14.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[George Plover's solution](#)

**15.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[George Plover's solution](#)

**16.**

1783A

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

Quality: 48,710 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[George Plover's solution](#)

**17.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[George Plover's solution](#)

**18.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,006 global accepts · Rating: 800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[George Plover's solution](#)

**19.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[George Plover's solution](#)

**20.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[George Plover's solution](#)

**21.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,156 global accepts · Rating: 800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[George Plover's solution](#)

**22.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[George Plover's solution](#)

**23.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[George Plover's solution](#)

**24.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[George Plover's solution](#)

**25.**

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[George Plover's solution](#)

**26.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[George Plover's solution](#)

**27.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[George Plover's solution](#)

**28.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[George Plover's solution](#)

**29.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[George Plover's solution](#)

**30.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[George Plover's solution](#)

**31.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[George Plover's solution](#)

**32.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[George Plover's solution](#)

**33.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: implementation

[George Plover's solution](#)

**34.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[George Plover's solution](#)

**35.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[George Plover's solution](#)

**36.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[George Plover's solution](#)

**37.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[George Plover's solution](#)

**38.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[George Plover's solution](#)

**39.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[George Plover's solution](#)

**40.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,321 global accepts · Rating: 900 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[George Plover's solution](#)

**41.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,864 global accepts · Rating: 900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[George Plover's solution](#)

42.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[George Plover's solution](#)

43.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[George Plover's solution](#)

44.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[George Plover's solution](#)

45.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[George Plover's solution](#)

46.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[George Plover's solution](#)

47.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, interactive

[George Plover's solution](#)

48.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[George Plover's solution](#)

49.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[George Plover's solution](#)

50.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[George Plover's solution](#)

51.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[George Plover's solution](#)

52.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[George Plover's solution](#)

**53.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[George Plover's solution](#)

**54.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[George Plover's solution](#)

**55.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[George Plover's solution](#)

**56.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[George Plover's solution](#)

**57.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[George Plover's solution](#)

**58.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[George Plover's solution](#)

**59.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[George Plover's solution](#)

**60.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[George Plover's solution](#)

**61.**

103433M

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

Rating: 1000 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[George Plover's solution](#)

**62.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**63.**

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[George Plover's solution](#)

- 64.**  
1419D1  
[Sage's Birthday \(easy version\) · Tutorial](#)  
Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[George Plover's solution](#)
- 65.**  
1418A  
[Buying Torches · Tutorial](#)  
Quality: 33,846 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[George Plover's solution](#)
- 66.**  
1923B  
[Monsters Attack! · Tutorial](#)  
Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[George Plover's solution](#)
- 67.**  
1821B  
[Sort the Subarray · Tutorial](#)  
Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[George Plover's solution](#)
- 68.**  
1800C2  
[Powering the Hero \(hard version\) · Tutorial](#)  
Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[George Plover's solution](#)
- 69.**  
1793B  
[Fedya and Array · Tutorial](#)  
Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[George Plover's solution](#)
- 70.**  
1791E  
[Negatives and Positives · Tutorial](#)  
Quality: 41,282 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[George Plover's solution](#)
- 71.**  
1783B  
[Matrix of Differences · Tutorial](#)  
Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[George Plover's solution](#)
- 72.**  
1743C  
[Save the Magazines · Tutorial](#)  
Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[George Plover's solution](#)
- 73.**  
1726B  
[Mainak and Interesting Sequence · Tutorial](#)  
Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[George Plover's solution](#)
- 74.**  
1523B  
[Lord of the Values · Tutorial](#)  
Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[George Plover's solution](#)

**75.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[George Plover's solution](#)

**76.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[George Plover's solution](#)

**77.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[George Plover's solution](#)

**78.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[George Plover's solution](#)

**79.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[George Plover's solution](#)

**80.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[George Plover's solution](#)

**81.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[George Plover's solution](#)

**82.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[George Plover's solution](#)

**83.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[George Plover's solution](#)

**84.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[George\\_Plover's solution](#)

**85.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[George\\_Plover's solution](#)

**86.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[George\\_Plover's solution](#)

**87.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[George\\_Plover's solution](#)

**88.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[George\\_Plover's solution](#)

**89.**

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**90.**

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[George\\_Plover's solution](#)

**91.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[George\\_Plover's solution](#)

**92.**

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[George\\_Plover's solution](#)

**93.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[George\\_Plover's solution](#)

**94.**

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[George\\_Plover's solution](#)

**95.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[George Plover's solution](#)

**96.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[George Plover's solution](#)

**97.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[George Plover's solution](#)

**98.**

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[George Plover's solution](#)

**99.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[George Plover's solution](#)

**100.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[George Plover's solution](#)

**101.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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**102.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

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**103.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

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**104.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

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**105.**

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

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**106.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

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**107.**

1804C

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Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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**108.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

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**109.**

1542B

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**110.**

1776L

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Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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**111.**

1795C

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Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

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**112.**

276C

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Quality: 39,548 global accepts · Rating: 1500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[George\\_Plover's solution](#)

**113.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**114.**

1765N

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**115.**

1740D

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## 116.

1621B

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## 117.

1440C1

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## 118.

1417C

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

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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## 119.

1419D2

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1419C

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Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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## 121.

1418C

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Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

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## 122.

1801A

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## 123.

1796C

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## 124.

1753B

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## 125.

1795D

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Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[George Plover's solution](#)

**126.**

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings

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**127.**

1779C

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**128.**

1766D

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Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**129.**

1748C

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Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**130.**

1687A

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**131.**

1615C

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**132.**

1523C

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**133.**

1528A

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**134.**

1437D

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**135.**

1731C

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**136.**

1537D

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**137.**

1799C

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**138.**

1776F

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**139.**

1695C

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1700C

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1783C

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1779D

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**143.**

1770C

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1765D

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1743D

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**146.**

1687B

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1621C

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1528B

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**149.**

1430D

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**150.**

626D

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**151.**

1923D

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**152.**

1801B

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**153.**

1759F

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**154.**

1674F

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**155.**

1793D

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**156.**

1740E

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**157.**

1750D

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**158.**

1666L

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**159.**

1666C

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**160.**

1648B

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**161.**

103433D

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**162.**

1572A

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**163.**

1554C

[Mikasa](#) · [Tutorial](#)

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**164.**

1535D

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**165.**

1517D

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

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1508B

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**167.**

1447D

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Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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**168.**

986B

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**169.**

873D

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**170.**

1437C

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**171.**

724D

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**172.**

421D

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**173.**

1821D

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**174.**

1696D

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**175.**

1801C

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**176.**

1794D

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**177.**

1744E2

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[George Plover's solution](#)

**178.**

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

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**179.**

1701D

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**180.**

1785B

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**181.**

1746D

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**182.**

1704D

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**183.**

1648C

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**184.**

103433B

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**185.**

1114D

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**186.**

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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**187.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[George Plover's solution](#)

**188.**

1440C2

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

Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[George Plover's solution](#)

**189.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[George Plover's solution](#)

**190.**

501D

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Quality: 2,687 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**191.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[George Plover's solution](#)

**192.**

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[George Plover's solution](#)

**193.**

1804D

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[George Plover's solution](#)

**194.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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**195.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[George Plover's solution](#)

**196.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

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**197.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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**198.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[George Plover's solution](#)

**199.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[George Plover's solution](#)

**200.**

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[George Plover's solution](#)

**201.**

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[George Plover's solution](#)

**202.**

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**203.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[George Plover's solution](#)

**204.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[George Plover's solution](#)

**205.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[George Plover's solution](#)

**206.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[George Plover's solution](#)

**207.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[George Plover's solution](#)

**208.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[George Plover's solution](#)

**209.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[George Plover's solution](#)

**210.**

1776G

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

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

[George Plover's solution](#)

**211.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[George Plover's solution](#)

**212.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[George Plover's solution](#)

**213.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[George Plover's solution](#)

**214.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[George Plover's solution](#)

**215.**

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[George Plover's solution](#)

**216.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[George Plover's solution](#)

**217.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[George Plover's solution](#)

**218.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[George Plover's solution](#)

**219.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[George Plover's solution](#)

**220.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[George Plover's solution](#)

**221.**

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[George Plover's solution](#)

**222.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[George Plover's solution](#)

**223.**

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[George Plover's solution](#)

**224.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[George Plover's solution](#)

**225.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[George Plover's solution](#)

**226.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[George Plover's solution](#)

**227.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[George Plover's solution](#)

**228.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[George Plover's solution](#)

**229.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[George Plover's solution](#)

**230.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[George Plover's solution](#)

**231.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[George Plover's solution](#)

**232.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[George Plover's solution](#)

**233.**

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[George Plover's solution](#)

**234.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[George Plover's solution](#)

**235.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, dp, two pointers

[George\\_Plover's solution](#)

**236.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[George\\_Plover's solution](#)

**237.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[George\\_Plover's solution](#)

**238.**

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**239.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[George\\_Plover's solution](#)

**240.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[George\\_Plover's solution](#)

**241.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: string suffix structures

[George\\_Plover's solution](#)

**242.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[George\\_Plover's solution](#)

**243.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[George\\_Plover's solution](#)

**244.**

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: brute force, hashing, math

[George\\_Plover's solution](#)

**245.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[George\\_Plover's solution](#)

**246.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[George\\_Plover's solution](#)

**247.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[George\\_Plover's solution](#)

**248.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[George\\_Plover's solution](#)

**249.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[George\\_Plover's solution](#)

**250.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[George\\_Plover's solution](#)

**251.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[George\\_Plover's solution](#)

**252.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[George\\_Plover's solution](#)

**253.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[George\\_Plover's solution](#)

**254.**

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[George\\_Plover's solution](#)

**255.**

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[George Plover's solution](#)

**256.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[George Plover's solution](#)

**257.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[George Plover's solution](#)

**258.**

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[George Plover's solution](#)

**259.**

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[George Plover's solution](#)

**260.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[George Plover's solution](#)

**261.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[George Plover's solution](#)

**262.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[George Plover's solution](#)

**263.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[George Plover's solution](#)

**264.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[George Plover's solution](#)

**265.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[George Plover's solution](#)

**266.**

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[George Plover's solution](#)

**267.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[George Plover's solution](#)

**268.**

103433G

[Combostone](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[George Plover's solution](#)

**269.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[George Plover's solution](#)

**270.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[George Plover's solution](#)

**271.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2020-10-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[George Plover's solution](#)

**272.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[George Plover's solution](#)

**273.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[George Plover's solution](#)

**274.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[George Plover's solution](#)

**275.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[George Plover's solution](#)

**276.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[George Plover's solution](#)

**277.**

103433J

[Two Prefixes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[George Plover's solution](#)

**278.**

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[George Plover's solution](#)

**279.**

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[George Plover's solution](#)

**280.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[George Plover's solution](#)

**281.**

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[George Plover's solution](#)

**282.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[George Plover's solution](#)

**283.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[George Plover's solution](#)

**284.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: 2-sat

[George Plover's solution](#)

**285.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[George Plover's solution](#)

**286.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix

structures

[George Plover's solution](#)

**287.**

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-06 · PyPy 3-64 (first AC) · Tags: geometry, interactive, math, probabilities

[George Plover's solution](#)

**288.**

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: flows

[George Plover's solution](#)

**289.**

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: \*broken, data structures, greedy, schedules, shortest paths

[George Plover's solution](#)

**290.**

1776M

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

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

[George Plover's solution](#)

**291.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[George Plover's solution](#)

**292.**

104345M

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

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**293.**

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**294.**

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**295.**

104345H

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

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

[George Plover's solution](#)

**296.**

104345J

[Squirrel Game](#) · [Tutorial](#)

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

[George Plover's solution](#)

**297.**

104345B

[Query on a Tree](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**298.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**299.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**300.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**301.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**302.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**303.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**304.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**305.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**306.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**307.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**308.**

104252I

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

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**309.**

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**310.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**311.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**312.**

104172L

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

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**313.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**314.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**315.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**316.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**317.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**318.**

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**319.**

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**320.**

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**321.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**322.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**323.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**324.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**325.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**326.**

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**327.**

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**328.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**329.**

104128D

[Chat Program](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**330.**

104128J

[Perfect Matching](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**331.**

104128E

[Color the Tree](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**332.**

104128M

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

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

[George\\_Plover's solution](#)

**333.**

104128B

[Ropeway](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**334.**

104128G

[Inscription](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**335.**

104128A

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

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

[George\\_Plover's solution](#)

**336.**

104128I

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

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

[George\\_Plover's solution](#)

**337.**

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**338.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**339.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**340.**

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**341.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**342.**

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**343.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**344.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**345.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**346.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · PyPy 3-64 (first AC) · Tags: —

[George\\_Plover's solution](#)

**347.**

104021N

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

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**348.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**349.**

104101D

[Cutting with Lines !](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**350.**

104095J

[NOU6N 0 ^se1TCE](#)

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

[George\\_Plover's solution](#)

**351.**

104095F

[eÄn8eüWO](#)

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

[George\\_Plover's solution](#)

**352.**

104095K

[\[PN2\]u|Vpe†N2](#)

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

[George\\_Plover's solution](#)

**353.**

104095C

[bTutoria°-Æ~Ó•è-](#)

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

[George\\_Plover's solution](#)

**354.**

104095I

[Y\\*U3pp,](#)

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

[George\\_Plover's solution](#)

**355.**

104095B

[^•Tutoria>](#)

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

[George\\_Plover's solution](#)

**356.**

104095E

[Sñetová!](#)

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

[George\\_Plover's solution](#)

**357.**

104095L

[•YU3Val](#)

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

[George\\_Plover's solution](#)

**358.**

104095A

[sñÓz!b!](#)

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

[George\\_Plover's solution](#)

**359.**

104094I

[Soviet Kindergarden · Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**360.**

104094L

[Wires Puzzle · Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**361.**

104094G

[Loop around Lake · Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**362.**

104094K

[The Fortress Defense · Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**363.**

104094B

[GPS Hack · Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**364.**

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**365.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**366.**

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**367.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**368.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**369.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**370.**

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**371.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**372.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**373.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**374.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**375.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**376.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**377.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**378.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**379.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**380.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**381.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**382.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**383.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**384.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**385.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**386.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**387.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**388.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**389.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**390.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**391.**

104022G

[Photograph](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**392.**

104022B

[The Great Wall](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**393.**

104022K

[Browser Games](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**394.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**395.**

104022E

[Isomerism](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**396.**

104022A

[Best Player](#) · [Tutorial](#)

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

[George Plover's solution](#)

**397.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

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

[George Plover's solution](#)

**398.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

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

[George Plover's solution](#)

**399.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

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

[George Plover's solution](#)

**400.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

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

[George Plover's solution](#)

**401.**

104013D

[Display](#) · [Tutorial](#)

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

[George Plover's solution](#)

**402.**

104013I

[Integer Square](#) · [Tutorial](#)

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

[George Plover's solution](#)

**403.**

104013M

[Mind the Gap](#) · [Tutorial](#)

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

[George Plover's solution](#)

**404.**

104013B

[Bicycle](#) · [Tutorial](#)

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

[George Plover's solution](#)

**405.**

104013A

[Archivist](#) · [Tutorial](#)

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

[George Plover's solution](#)

**406.**

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[George Plover's solution](#)

**407.**

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[George\\_Plover's solution](#)

**408.**

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[George\\_Plover's solution](#)

**409.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**410.**

103957K

[Convex Polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**411.**

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**412.**

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**413.**

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**414.**

103957L

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

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**415.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**416.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[George\\_Plover's solution](#)

**417.**

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**418.**

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**419.**

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**420.**

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**421.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**422.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**423.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**424.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**425.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**426.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**427.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**428.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**429.**

103366G

[Magic Number Group](#) · [Tutorial](#)

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

[George Plover's solution](#)

**430.**

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

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

[George Plover's solution](#)

**431.**

103366J

[LRU](#) · [Tutorial](#)

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

[George Plover's solution](#)

**432.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

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

[George Plover's solution](#)

**433.**

103366L

[It Rains Again](#) · [Tutorial](#)

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

[George Plover's solution](#)

**434.**

103366B

[Continued Fraction](#) · [Tutorial](#)

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

[George Plover's solution](#)

**435.**

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

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

[George Plover's solution](#)

**436.**

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**437.**

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**438.**

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**439.**

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**440.**

103637G

[Geometric shapes](#) · [Tutorial](#)

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

[George Plover's solution](#)

**441.**

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**442.**

103637H

[Hockey championship](#) · [Tutorial](#)

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

[George Plover's solution](#)

**443.**

103637F

[Function analysis](#) · [Tutorial](#)

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

[George Plover's solution](#)

**444.**

103637K

[K-ones xor](#) · [Tutorial](#)

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

[George Plover's solution](#)

**445.**

103637A

[Agile permutation](#) · [Tutorial](#)

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

[George Plover's solution](#)

**446.**

103637C

[Crossed out letter](#) · [Tutorial](#)

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

[George Plover's solution](#)

**447.**

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · PyPy 3-64 (first AC) · Tags: —

[George Plover's solution](#)

**448.**

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**449.**

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**450.**

103081L

[Restaurants](#) · [Tutorial](#)

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

[George Plover's solution](#)

**451.**

103081H

[Figurines](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**452.**

103081G

[Decoration](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**453.**

103081F

[Mentors](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**454.**

103081I

[Emails](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**455.**

103081D

[Jogging](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**456.**

103081C

[Safe Distance](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**457.**

103081K

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

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

[George\\_Plover's solution](#)

**458.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · PyPy 3-64 (first AC) · Tags: —

[George\\_Plover's solution](#)

**459.**

103081E

[Cakes](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**460.**

103577J

[Just enough squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**461.**

103577G

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**462.**

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**463.**

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**464.**

103577D

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**465.**

103577F

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**466.**

103577M

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**467.**

103577A

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**468.**

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**469.**

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**470.**

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**471.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**472.**

102896G

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

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**473.**

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**474.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**475.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**476.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**477.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · Python 3 (first AC) · Tags: —

[George\\_Plover's solution](#)

**478.**

102896E

[Easy Measurements](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**479.**

102780I

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

Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**480.**

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · Python 3 (first AC) · Tags: —

[George\\_Plover's solution](#)

**481.**

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[George\\_Plover's solution](#)

**482.**

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[George\\_Plover's solution](#)

**483.**

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[George\\_Plover's solution](#)

**484.**

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**485.**

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**486.**

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**487.**

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**488.**

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**489.**

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**490.**

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**491.**

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**492.**

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**493.**

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**494.**

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**495.**

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**496.**

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**497.**

103414L

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

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

[George\\_Plover's solution](#)

**498.**

103414G

[Maximize XOR sum](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**499.**

103414F

[Race](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**500.**

103414H

[Octopus Game](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**501.**

103414C

[Moving Cells](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**502.**

103414I

[Third Group Exam](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**503.**

103414B

[Guess the Array](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**504.**

103414K

[Work or Sleep!](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**505.**

103414D

[Army of Clones](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**506.**

103414E

[Haiku](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**507.**

103414J

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

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

[George\\_Plover's solution](#)

**508.**

103414A

[Friendly Rooks](#) · [Tutorial](#)

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

[George\\_Plover's solution](#)

**509.**

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**510.**

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**511.**

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**512.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**513.**

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**514.**

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**515.**

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**516.**

103483F

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

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George\\_Plover's solution](#)

**517.**

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[George Plover's solution](#)

**518.**

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**519.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**520.**

103443G

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**521.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**522.**

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**523.**

103443B

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**524.**

103443D

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**525.**

103443M

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**526.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[George Plover's solution](#)

**527.**

103428K

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