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Unique solved — Giselus

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

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

Filters: none

Count: 810

1.

2122A

[Greedy Grid](#) · [Tutorial](#)

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

[Giselus's solution](#)

2.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

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3.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)

[Giselus's solution](#)

4.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)

[Giselus's solution](#)

5.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: [strings](#)

[Giselus's solution](#)

6.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: [sortings](#)

[Giselus's solution](#)

7.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#)

[Giselus's solution](#)

8.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)

[Giselus's solution](#)

9.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#)

[Giselus's solution](#)

10.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Giselus's solution](#)

11.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[Giselus's solution](#)

12.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[Giselus's solution](#)

13.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[Giselus's solution](#)

14.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Giselus's solution](#)

15.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

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[Giselus's solution](#)

16.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math
[Giselus's solution](#)

17.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,884 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Giselus's solution](#)

18.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings
[Giselus's solution](#)

19.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
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20.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Giselus's solution](#)

21.

1178A

[Prime Minister](#) · [Tutorial](#)

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[Giselus's solution](#)

22.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: strings

[Giselus's solution](#)

23.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: math

[Giselus's solution](#)

24.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Giselus's solution](#)

25.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Giselus's solution](#)

26.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

27.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Giselus's solution](#)

28.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Giselus's solution](#)

29.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[Giselus's solution](#)

30.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: greedy, math

[Giselus's solution](#)

31.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Giselus's solution](#)

32.

1110A

[Parity](#) · [Tutorial](#)

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

[Giselus's solution](#)

33.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Giselus's solution](#)

34.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Giselus's solution](#)

35.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Giselus's solution](#)

36.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Giselus's solution](#)

37.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Giselus's solution](#)

38.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Giselus's solution](#)

39.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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40.

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[Giselus's solution](#)

41.

1199B

[Water Lily](#) · [Tutorial](#)

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[Giselus's solution](#)

42.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation

[Giselus's solution](#)

43.

1155A

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Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[Giselus's solution](#)

44.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[Giselus's solution](#)

45.

2122B

[Pile Shuffling](#) · [Tutorial](#)

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

[Giselus's solution](#)

46.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

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47.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

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48.

1202A

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

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[Giselus's solution](#)

49.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Giselus's solution](#)

50.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Giselus's solution](#)

51.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Giselus's solution](#)

52.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[Giselus's solution](#)

53.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Giselus's solution](#)

54.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Giselus's solution](#)

55.

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[Giselus's solution](#)

56.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: math

[Giselus's solution](#)

57.

1153B

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

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

[Giselus's solution](#)

58.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Giselus's solution](#)

59.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Giselus's solution](#)

60.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Giselus's solution](#)

61.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Giselus's solution](#)

62.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[Giselus's solution](#)

63.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[Giselus's solution](#)

64.

2038L

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65.

2038C

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[Giselus's solution](#)

66.

2038A

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[Giselus's solution](#)

67.

1909C

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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Giselus's solution](#)

68.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Giselus's solution](#)

69.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Giselus's solution](#)

70.

1887A1

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

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

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71.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Giselus's solution](#)

72.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Giselus's solution](#)

73.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Giselus's solution](#)

74.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Giselus's solution](#)

75.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[Giselus's solution](#)

76.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Giselus's solution](#)

77.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[Giselus's solution](#)

78.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry

[Giselus's solution](#)

79.

1154C

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

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80.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Giselus's solution](#)

81.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

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82.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Giselus's solution](#)

83.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Giselus's solution](#)

84.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Giselus's solution](#)

85.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Giselus's solution](#)

86.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[Giselus's solution](#)

87.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Giselus's solution](#)

88.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Giselus's solution](#)

89.

1208B

[Uniqueness](#) · [Tutorial](#)

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

[Giselus's solution](#)

90.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

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91.

1201B

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Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[Giselus's solution](#)

92.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Giselus's solution](#)

93.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: greedy

[Giselus's solution](#)

94.

1110C

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

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[Giselus's solution](#)

95.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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96.

1779C

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Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

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97.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

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98.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Giselus's solution](#)

99.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Giselus's solution](#)

100.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

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101.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

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102.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[Giselus's solution](#)

103.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[Giselus's solution](#)

104.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: two pointers

[Giselus's solution](#)

105.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Quality: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

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106.

2122C

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Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

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107.

2052F

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108.

1906M

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Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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109.

1896D

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Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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110.

1893B

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111.

1889B

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112.

1267E

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Quality: 3,518 global accepts · Rating: 1700 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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113.

1765D

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114.

1779D

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structures, dp, dsu, greedy, sortings

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115.

1770C

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1743D

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117.

1687B

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118.

1392D

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119.

1383A

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120.

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2019-12-16 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: math, number theory

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121.

1204C

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Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

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122.

1202B

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

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123.

279C

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Quality: 8,925 global accepts · Rating: 1700 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

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124.

1111C

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125.

622C

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Quality: 7,524 global accepts · Rating: 1700 · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: data structures, implementation

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126.

1153C

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Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings

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127.

1912K

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128.

1666L

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129.

1666C

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130.

1267J

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131.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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132.

1691D

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133.

1572A

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Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Giselus's solution](#)

134.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

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135.

947C

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Rating: 1800 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

[Giselus's solution](#)

136.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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137.

1286A

[Garland](#) · [Tutorial](#)

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[Giselus's solution](#)

138.

1207D

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[Giselus's solution](#)

139.

863C

[1-2-3](#) · [Tutorial](#)

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[Giselus's solution](#)

140.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Giselus's solution](#)

141.

1154E

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Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

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142.

846C

[Four Segments](#) · [Tutorial](#)

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143.

2052E

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144.

2038G

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145.

1909D

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146.

1912D

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147.

1912A

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Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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148.

1906E

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149.

1887B

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150.

1887A2

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151.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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152.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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153.

1601B

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154.

1172B

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155.

1483B

[Playlist](#) · [Tutorial](#)

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156.

1383B

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Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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157.

1242B

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Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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158.

1092F

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159.

1208D

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160.

1163C2

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Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[Giselus's solution](#)

161.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: graphs, trees

[Giselus's solution](#)

162.

1200D

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Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

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163.

1202D

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164.

1168B

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165.

817D

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166.

109C

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Quality: 4,129 global accepts · Rating: 1900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: dp, dsu, trees

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167.

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2018-11-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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168.

2052J

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169.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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170.

1889C1

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Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Giselus's solution](#)

171.

1830B

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Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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172.

1416C

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173.

1320C

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174.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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175.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
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176.

1250N

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Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy
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177.

1147C

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178.

1183E

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179.

1185E

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180.

1200E

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Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
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181.

137E

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Quality: 1,377 global accepts · Rating: 2000 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: data structures, implementation, strings
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182.

1156C

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Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
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183.

803F

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Quality: 4,641 global accepts · Rating: 2000 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
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184.

803E

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Quality: 2,655 global accepts · Rating: 2000 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: dp, graphs
[Giselus's solution](#)

185.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[Giselus's solution](#)

186.

2038B

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Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Giselus's solution](#)

187.

2038K

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Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

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188.

1912B

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Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Giselus's solution](#)

189.

1906J

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Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Giselus's solution](#)

190.

1906F

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Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Giselus's solution](#)

191.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

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192.

1666J

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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Giselus's solution](#)

193.

1267K

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Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Giselus's solution](#)

194.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

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195.

837E

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Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Giselus's solution](#)

196.

837D

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Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Giselus's solution](#)

197.

1000E

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

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Giselus's solution](#)

198.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Giselus's solution](#)

199.

1392E

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Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Giselus's solution](#)

200.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Giselus's solution](#)

201.

875C

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Quality: 2,366 global accepts · Rating: 2100 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Giselus's solution](#)

202.

1284D

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Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[Giselus's solution](#)

203.

485D

[Maximum Value](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: binary search, sortings

[Giselus's solution](#)

204.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: geometry, sortings

[Giselus's solution](#)

205.

372C

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Quality: 4,932 global accepts · Rating: 2100 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: data structures, dp, math

[Giselus's solution](#)

206.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs,

greedy, implementation, strings

[Giselus's solution](#)

207.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Giselus's solution](#)

208.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Giselus's solution](#)

209.

1202C

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

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

[Giselus's solution](#)

210.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[Giselus's solution](#)

211.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Giselus's solution](#)

212.

894E

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

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2018-12-29 · GNU C++11 (first AC) · Tags: dp, graphs

[Giselus's solution](#)

213.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Giselus's solution](#)

214.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Giselus's solution](#)

215.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Giselus's solution](#)

216.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Giselus's solution](#)

217.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[Giselus's solution](#)

218.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[Giselus's solution](#)

219.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Giselus's solution](#)

220.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths

[Giselus's solution](#)

221.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: math, number theory

[Giselus's solution](#)

222.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Giselus's solution](#)

223.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Giselus's solution](#)

224.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Giselus's solution](#)

225.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Giselus's solution](#)

226.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Giselus's solution](#)

227.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Giselus's solution](#)

228.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2019-01-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Giselus's solution](#)

229.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[Giselus's solution](#)

230.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[Giselus's solution](#)

231.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Giselus's solution](#)

232.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: dfs and similar

[Giselus's solution](#)

233.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Giselus's solution](#)

234.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Giselus's solution](#)

235.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Giselus's solution](#)

236.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Giselus's solution](#)

237.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Giselus's solution](#)

238.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[Giselus's solution](#)

239.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures
[Giselus's solution](#)

240.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: data structures, dp, dsu
[Giselus's solution](#)

241.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation
[Giselus's solution](#)

242.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[Giselus's solution](#)

243.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Giselus's solution](#)

244.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[Giselus's solution](#)

245.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[Giselus's solution](#)

246.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Giselus's solution](#)

247.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Giselus's solution](#)

248.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Giselus's solution](#)

249.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Giselus's solution](#)

250.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Giselus's solution](#)

251.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Giselus's solution](#)

252.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Giselus's solution](#)

253.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Giselus's solution](#)

254.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[Giselus's solution](#)

255.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Giselus's solution](#)

256.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Giselus's solution](#)

257.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Giselus's solution](#)

258.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Giselus's solution](#)

259.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Giselus's solution](#)

260.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-12-22 · last AC: 2018-12-22 · GNU C++11 (first AC) · Tags: data structures, dp

[Giselus's solution](#)

261.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Giselus's solution](#)

262.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[Giselus's solution](#)

263.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: data structures

[Giselus's solution](#)

264.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Giselus's solution](#)

265.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Giselus's solution](#)

266.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Giselus's solution](#)

267.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Giselus's solution](#)

268.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Giselus's solution](#)

269.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation, interactive

[Giselus's solution](#)

270.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Giselus's solution](#)

271.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Giselus's solution](#)

272.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2021-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Giselus's solution](#)

273.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Giselus's solution](#)

274.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Giselus's solution](#)

275.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Giselus's solution](#)

276.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Giselus's solution](#)

277.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Giselus's solution](#)

278.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Giselus's solution](#)

279.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Giselus's solution](#)

280.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: fft

[Giselus's solution](#)

281.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[Giselus's solution](#)

282.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Giselus's solution](#)

283.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Giselus's solution](#)

284.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Giselus's solution](#)

285.

839E

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Giselus's solution](#)

286.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

287.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Giselus's solution](#)

288.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry,

implementation

[Giselus's solution](#)

289.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Giselus's solution](#)

290.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Giselus's solution](#)

291.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

292.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Giselus's solution](#)

293.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Giselus's solution](#)

294.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Giselus's solution](#)

295.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

296.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

297.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

298.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

299.

105255A

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

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

300.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

301.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

302.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

303.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

304.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

305.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

306.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

307.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

308.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

309.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

310.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

311.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

312.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

313.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

314.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

315.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

316.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

317.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

318.

104874D

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

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

319.

104874F

[Foreach](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

320.

104874L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

321.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

322.

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

323.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

324.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

325.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

326.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

327.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

328.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

329.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

330.

105633H

[Remodeling the Dungeon 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

331.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

332.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

333.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

334.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

335.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

336.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

337.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

338.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

339.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

340.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

341.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

342.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

343.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

344.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

345.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

346.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

347.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

348.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

349.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

350.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

351.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

352.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

353.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

354.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

355.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

356.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

357.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

358.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

359.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

360.

101208K

[Up a Tree](#) · [Tutorial](#)

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

[Giselus's solution](#)

361.

101208E

[Harvard](#) · [Tutorial](#)

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

[Giselus's solution](#)

362.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

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

[Giselus's solution](#)

363.

101208H

[Matryoshka](#) · [Tutorial](#)

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

[Giselus's solution](#)

364.

101208C

[Surely You Congest](#) · [Tutorial](#)

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

[Giselus's solution](#)

365.

101208A

[Self-Assembly](#) · [Tutorial](#)

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

[Giselus's solution](#)

366.

101208D

[Factors](#) · [Tutorial](#)

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

[Giselus's solution](#)

367.

101208J

[Pollution Solution](#) · [Tutorial](#)

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

[Giselus's solution](#)

368.

101208F

[Low Power](#) · [Tutorial](#)

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

[Giselus's solution](#)

369.

101208I

[Pirate Chest](#) · [Tutorial](#)

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

[Giselus's solution](#)

370.

101205F

[Keys](#) · [Tutorial](#)

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

[Giselus's solution](#)

371.

101205I

[A Safe Bet](#) · [Tutorial](#)

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

[Giselus's solution](#)

372.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

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

[Giselus's solution](#)

373.

101205L

[Takeover Wars](#) · [Tutorial](#)

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

[Giselus's solution](#)

374.

101205E

[Infiltration](#) · [Tutorial](#)

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

[Giselus's solution](#)

375.

101205K

[Stacking Plates](#) · [Tutorial](#)

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

[Giselus's solution](#)

376.

101205C

[Bus Tour](#) · [Tutorial](#)

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

[Giselus's solution](#)

377.

101205D

[Fibonacci Words](#) · [Tutorial](#)

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

[Giselus's solution](#)

378.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

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

[Giselus's solution](#)

379.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

380.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

381.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

382.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

383.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

384.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

385.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

386.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

387.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

388.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

389.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

390.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

391.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

392.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

393.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

394.

105537I

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

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

395.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

396.

105537A

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

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

397.

105537J

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

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

398.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

399.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

400.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

401.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

402.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

403.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

404.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

405.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

406.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

407.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

408.

105562A

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

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

409.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

410.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

411.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

412.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

413.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

414.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

415.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

416.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

417.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

418.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

419.

105677G

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

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

420.

105677H

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

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

421.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

422.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

423.

105677D

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

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

424.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

425.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

426.

105505I

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

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

427.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

428.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

429.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

430.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

431.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

432.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

433.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

434.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

435.

105394F

[Fair Fruitcake Fragmenting](#) · [Tutorial](#)

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

[Giselus's solution](#)

436.

105394H

[Headline Heat](#) · [Tutorial](#)

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

[Giselus's solution](#)

437.

105394L

[Laundry](#) · [Tutorial](#)

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

[Giselus's solution](#)

438.

105394C

[Copycat Catcher](#) · [Tutorial](#)

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

[Giselus's solution](#)

439.

105394J

[Jigsaw Present](#) · [Tutorial](#)

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

[Giselus's solution](#)

440.

105394G

[Geometric Gridlock](#) · [Tutorial](#)

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

[Giselus's solution](#)

441.

105394D

[Dark Alley](#) · [Tutorial](#)

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

[Giselus's solution](#)

442.

105394E

[Even Odd Game](#) · [Tutorial](#)

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

[Giselus's solution](#)

443.

105394I

[Interference](#) · [Tutorial](#)

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

[Giselus's solution](#)

444.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

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

[Giselus's solution](#)

445.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

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

[Giselus's solution](#)

446.

105394A

[Alien Attack 2](#) · [Tutorial](#)

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

[Giselus's solution](#)

447.

105394M

[Musical Mending](#) · [Tutorial](#)

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

[Giselus's solution](#)

448.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

449.

105401J

[Running in the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

450.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

451.

105401D

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

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

452.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

453.

105401I

[Mukjippa](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

454.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

455.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

456.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

457.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

458.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

459.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

460.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

461.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

462.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

463.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

464.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

465.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Giselus's solution](#)

466.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

467.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

468.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

469.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

470.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

471.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

472.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

473.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

474.

104891E

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

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

475.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

476.

104891A

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

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

477.

104891I

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

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

478.

104891D

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

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

479.

104891H

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

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

480.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

481.

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

482.

105242B

[Tree Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

483.

105242G

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

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

484.

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

485.

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

486.

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

487.

105242L

[Median of the Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

488.

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

489.

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

490.

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

491.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

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

[Giselus's solution](#)

492.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

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

[Giselus's solution](#)

493.

104901M

[Almost Convex](#) · [Tutorial](#)

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

[Giselus's solution](#)

494.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

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

[Giselus's solution](#)

495.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

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

[Giselus's solution](#)

496.

104901A

[Many Many Heads](#) · [Tutorial](#)

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

[Giselus's solution](#)

497.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

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

[Giselus's solution](#)

498.

104901I

[Strange Sorting](#) · [Tutorial](#)

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

[Giselus's solution](#)

499.

104901D

[Largest Digit](#) · [Tutorial](#)

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

[Giselus's solution](#)

500.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

501.

105257J

[Prime Guess II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Giselus's solution](#)

502.

105257E

[Trade Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

503.

105257D

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

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

504.

105257B

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

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

505.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Giselus's solution](#)

506.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Giselus's solution](#)

507.

105257G

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

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Giselus's solution](#)

508.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

509.

105257M

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

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Giselus's solution](#)

510.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

511.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

512.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

513.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

514.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

515.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

516.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

517.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

518.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

519.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[Giselus's solution](#)

520.

105167E

[Erd 2Öv-ç! urg-Ziv Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

521.

105167F

[Fraudulent Exam · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

522.

105167I

[Increased Intelligence · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

523.

105167D

[Dice Game · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

524.

105167J

[Just Too Much Procrastination · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

525.

105167A

[Attending Classes · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

526.

105167K

[Keen on Rösti · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

527.

105167H

[Hourly Mate · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

528.

105167L

[Locomotive Control Center · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

529.

105167C

[Counting Rectangles · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

530.

105167B

[Broken Polybahn · Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

531.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

532.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

533.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

534.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

535.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

536.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

537.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

538.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

539.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

540.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

541.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

542.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

543.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

544.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

545.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

546.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

547.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

548.

104768K

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

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

549.

104768G

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

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

550.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

551.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

552.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

553.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

554.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

555.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

556.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

557.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

558.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

559.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

560.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

561.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

562.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

563.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

564.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

565.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

566.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

567.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

568.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

569.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

570.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

571.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

572.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

573.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

574.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

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

[Giselus's solution](#)

575.

104023A

[Dunai](#) · [Tutorial](#)

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

[Giselus's solution](#)

576.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

577.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

578.

104772L

[Loops](#) · [Tutorial](#)

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

[Giselus's solution](#)

579.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

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

[Giselus's solution](#)

580.

104772C

[Colorful Village](#) · [Tutorial](#)

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

[Giselus's solution](#)

581.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

582.

104772G

[Game of Nim](#) · [Tutorial](#)

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

[Giselus's solution](#)

583.

104772J

[Jumping Frogs](#) · [Tutorial](#)

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

[Giselus's solution](#)

584.

104772E

[Every Queen](#) · [Tutorial](#)

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

[Giselus's solution](#)

585.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

586.

104772D

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

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

[Giselus's solution](#)

587.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

588.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

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

[Giselus's solution](#)

589.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

590.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

591.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

592.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

593.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

594.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

595.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

596.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

597.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

598.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

599.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

600.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

601.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

602.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

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

[Giselus's solution](#)

603.

104337I

[Step](#) · [Tutorial](#)

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

[Giselus's solution](#)

604.

104337J

[Expansion](#) · [Tutorial](#)

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

[Giselus's solution](#)

605.

104337K

[Dice Game](#) · [Tutorial](#)

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

[Giselus's solution](#)

606.

104337F

[Inverse Manacher](#) · [Tutorial](#)

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

[Giselus's solution](#)

607.

104337H

[Binary Craziness](#) · [Tutorial](#)

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

[Giselus's solution](#)

608.

104337C

[Darkness I](#) · [Tutorial](#)

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

[Giselus's solution](#)

609.

104337M

[Different Billing](#) · [Tutorial](#)

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

[Giselus's solution](#)

610.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

611.

104369F

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

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

612.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

613.

104369M

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

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

614.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

615.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

616.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

617.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

618.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

619.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

620.

104369A

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

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Giselus's solution](#)

621.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

622.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

623.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

624.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

625.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

626.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

627.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

628.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

629.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

630.

104076D

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

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

631.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

632.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

633.

104076M

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

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

634.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

635.

101845E

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

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

636.

101845L

[L-shapes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

637.

101845D

[Divorce](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

638.

101845G

[Generating Texts](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

639.

101845B

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

640.

101845K

[Keep Your Style](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

641.

101845J

[Jinping Trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

642.

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

643.

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

644.

101845M

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

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

645.

101845I

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

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

646.

101845C

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

647.

101845H

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

Rating: — · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

648.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

649.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

650.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

651.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

652.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

653.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

654.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

655.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

656.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

657.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

658.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

659.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

660.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

661.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

662.

103306A

[Alice Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

663.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

664.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

665.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

666.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

667.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

668.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

669.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

670.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

671.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

672.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

673.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

674.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

675.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

676.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

677.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

678.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

679.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

680.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

681.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

682.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

683.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

684.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

685.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

686.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

687.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

688.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

689.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

690.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

691.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

692.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

693.

103446J

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

Rating: — · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

694.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

695.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

696.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

697.

103446D

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

Rating: — · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

698.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

699.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

700.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

701.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

702.

103640H

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

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

703.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

704.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

705.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

706.

103640K

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

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

707.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

708.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

709.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

710.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

711.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

712.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, matrices

[Giselus's solution](#)

713.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Giselus's solution](#)

714.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Giselus's solution](#)

715.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Giselus's solution](#)

716.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Giselus's solution](#)

717.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Giselus's solution](#)

718.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Giselus's solution](#)

719.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[Giselus's solution](#)

720.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Giselus's solution](#)

721.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Giselus's solution](#)

722.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Giselus's solution](#)

723.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

724.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

725.

103743K

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

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

726.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

727.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

728.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

729.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

730.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

731.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

732.

103388M

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

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

733.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

734.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

735.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

736.

103388H

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

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

737.

103388C

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

Rating: — · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

738.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

739.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees

[Giselus's solution](#)

740.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

741.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

742.

103274D

[Delivering Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

743.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

744.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

745.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

746.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

747.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

748.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

749.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

750.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

751.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

752.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

753.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

754.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

755.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

756.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

757.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

758.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

759.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

760.

103145E

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

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

761.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

762.

103145M

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

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

763.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

764.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

765.

102870J

[Junction of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

766.

102870E

[Encryption of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

767.

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

768.

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

769.

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

770.

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Giselus's solution](#)

771.

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Giselus's solution](#)

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798.

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799.

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800.

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801.

102346L

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802.

102346M

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803.

102346H

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804.

102346B

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805.

102253C

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806.

102253L

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

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807.

102253F

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808.

1145A

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809.

102154B

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810.

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