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<https://cfelitetracker.vercel.app>

Unique solved — Gnoud

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

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

Filters: none

Count: 290

1.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#), [math](#)

[Gnoud's solution](#)

2.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [math](#)

[Gnoud's solution](#)

3.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)

[Gnoud's solution](#)

4.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [implementation](#)

[Gnoud's solution](#)

5.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

[Gnoud's solution](#)

6.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

[Gnoud's solution](#)

7.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [implementation](#), [math](#)

[Gnoud's solution](#)

8.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

[Gnoud's solution](#)

9.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: [constructive algorithms](#), [math](#)

[Gnoud's solution](#)

10.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

[Gnoud_'s solution](#)

11.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,728 global accepts · Rating: 800 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: brute force, math

[Gnoud_'s solution](#)

12.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Gnoud_'s solution](#)

13.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gnoud_'s solution](#)

14.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-22 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Gnoud_'s solution](#)

15.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,445 global accepts · Rating: 800 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: implementation

[Gnoud_'s solution](#)

16.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,462 global accepts · Rating: 800 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: implementation

[Gnoud_'s solution](#)

17.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: implementation, math

[Gnoud_'s solution](#)

18.

1072A

[Golden Plate](#) · [Tutorial](#)

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

[Gnoud_'s solution](#)

19.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,159 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Gnoud_'s solution](#)

20.

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: implementation, math

[Gnoud_'s solution](#)

21.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Gnoud_'s solution](#)

22.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gnoud_'s solution](#)

23.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,103 global accepts · Rating: 800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gnoud_'s solution](#)

24.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gnoud_'s solution](#)

25.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Gnoud_'s solution](#)

26.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Gnoud_'s solution](#)

27.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

28.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

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

[Gnoud_'s solution](#)

29.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Gnoud_'s solution](#)

30.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Gnoud_'s solution](#)

31.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Gnoud_'s solution](#)

32.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[Gnoud_'s solution](#)

33.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[Gnoud_'s solution](#)

34.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[Gnoud_'s solution](#)

35.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1000 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Gnoud_'s solution](#)

36.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Gnoud_'s solution](#)

37.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Gnoud_'s solution](#)

38.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Gnoud_'s solution](#)

39.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[Gnoud_'s solution](#)

40.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Gnoud_'s solution](#)

41.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: implementation

[Gnoud_'s solution](#)

42.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Gnoud_'s solution](#)

43.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Gnoud_'s solution](#)

44.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Gnoud_'s solution](#)

45.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 7,999 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Gnoud_'s solution](#)

46.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Gnoud_'s solution](#)

47.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Gnoud_'s solution](#)

48.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Gnoud_'s solution](#)

49.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[Gnoud_'s solution](#)

50.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Gnoud_'s solution](#)

51.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Gnoud_'s solution](#)

52.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Gnoud_'s solution](#)

- 53.**
1082A
[Vasya and Book](#) · [Tutorial](#)
Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math
[Gnoud_'s solution](#)
- 54.**
1079B
[Personalized Cup](#) · [Tutorial](#)
Rating: 1200 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —
[Gnoud_'s solution](#)
- 55.**
1064B
[Equations of Mathematical Magic](#) · [Tutorial](#)
Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: math
[Gnoud_'s solution](#)
- 56.**
1027B
[Numbers on the Chessboard](#) · [Tutorial](#)
Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Gnoud_'s solution](#)
- 57.**
1023C
[Bracket Subsequence](#) · [Tutorial](#)
Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Gnoud_'s solution](#)
- 58.**
1023A
[Single Wildcard Pattern Matching](#) · [Tutorial](#)
Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Gnoud_'s solution](#)
- 59.**
1157B
[Long Number](#) · [Tutorial](#)
Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy
[Gnoud_'s solution](#)
- 60.**
1157C1
[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)
Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy
[Gnoud_'s solution](#)
- 61.**
1152B
[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)
Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[Gnoud_'s solution](#)
- 62.**
1119B
[Alyona and a Narrow Fridge](#) · [Tutorial](#)
Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings
[Gnoud_'s solution](#)
- 63.**
1096B
[Substring Removal](#) · [Tutorial](#)
Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[Gnoud_'s solution](#)

- 64.**
1093C
[Mishka and the Last Exam](#) · [Tutorial](#)
Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy
[Gnoud_'s solution](#)
- 65.**
4C
[Registration System](#) · [Tutorial](#)
Quality: 108,124 global accepts · Rating: 1300 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation
[Gnoud_'s solution](#)
- 66.**
976B
[Lara Croft and the New Game](#) · [Tutorial](#)
Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: implementation, math
[Gnoud_'s solution](#)
- 67.**
1064C
[Oh Those Palindromes](#) · [Tutorial](#)
Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms
[Gnoud_'s solution](#)
- 68.**
1065B
[Vasya and Isolated Vertices](#) · [Tutorial](#)
Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[Gnoud_'s solution](#)
- 69.**
1040B
[Shashlik Cooking](#) · [Tutorial](#)
Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[Gnoud_'s solution](#)
- 70.**
962A
[Equator](#) · [Tutorial](#)
Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Gnoud_'s solution](#)
- 71.**
1609C
[Complex Market Analysis](#) · [Tutorial](#)
Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[Gnoud_'s solution](#)
- 72.**
1214A
[Optimal Currency Exchange](#) · [Tutorial](#)
Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[Gnoud_'s solution](#)
- 73.**
1091C
[New Year and the Sphere Transmission](#) · [Tutorial](#)
Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Gnoud_'s solution](#)
- 74.**
1088C
[Ehab and a 2-operation task](#) · [Tutorial](#)
Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Gnoud_'s solution](#)

75.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Gnoud 's solution](#)

76.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,626 global accepts · Rating: 1400 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[Gnoud 's solution](#)

77.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Gnoud 's solution](#)

78.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Gnoud 's solution](#)

79.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gnoud 's solution](#)

80.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Gnoud 's solution](#)

81.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Gnoud 's solution](#)

82.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Gnoud 's solution](#)

83.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[Gnoud 's solution](#)

84.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Gnoud 's solution](#)

85.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 1500 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp

[Gnoud_'s solution](#)

86.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,092 global accepts · Rating: 1500 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Gnoud_'s solution](#)

87.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Gnoud_'s solution](#)

88.

1396A

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

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

[Gnoud_'s solution](#)

89.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Gnoud_'s solution](#)

90.

1305C

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

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Gnoud_'s solution](#)

91.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[Gnoud_'s solution](#)

92.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: dfs and similar

[Gnoud_'s solution](#)

93.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Gnoud_'s solution](#)

94.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Gnoud_'s solution](#)

- 95.**
1082C
[Multi-Subject Competition](#) · [Tutorial](#)
Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings
[Gnoud 's solution](#)
- 96.**
1065C
[Make It Equal](#) · [Tutorial](#)
Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: greedy
[Gnoud 's solution](#)
- 97.**
1006E
[Military Problem](#) · [Tutorial](#)
Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[Gnoud 's solution](#)
- 98.**
1060C
[Maximum Subrectangle](#) · [Tutorial](#)
Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[Gnoud 's solution](#)
- 99.**
1028C
[Rectangles](#) · [Tutorial](#)
Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[Gnoud 's solution](#)
- 100.**
1027C
[Minimum Value Rectangle](#) · [Tutorial](#)
Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Gnoud 's solution](#)
- 101.**
1580A
[Portal](#) · [Tutorial](#)
Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[Gnoud 's solution](#)
- 102.**
1392D
[Omkar and Bed Wars](#) · [Tutorial](#)
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Gnoud 's solution](#)
- 103.**
1340B
[Nastya and Scoreboard](#) · [Tutorial](#)
Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[Gnoud 's solution](#)
- 104.**
1336B
[Xenia and Colorful Gems](#) · [Tutorial](#)
Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[Gnoud 's solution](#)
- 105.**
1314A
[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Gnoud_'s solution](#)

106.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Gnoud_'s solution](#)

107.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: greedy

[Gnoud_'s solution](#)

108.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Gnoud_'s solution](#)

109.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive

[Gnoud_'s solution](#)

110.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Gnoud_'s solution](#)

111.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Gnoud_'s solution](#)

112.

4D

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

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: dp, sortings

[Gnoud_'s solution](#)

113.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[Gnoud_'s solution](#)

114.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[Gnoud_'s solution](#)

115.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp

[Gnoud_'s solution](#)

116.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Gnoud_'s solution](#)

117.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Gnoud_'s solution](#)

118.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Gnoud_'s solution](#)

119.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Gnoud_'s solution](#)

120.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Gnoud_'s solution](#)

121.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Gnoud_'s solution](#)

122.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Gnoud_'s solution](#)

123.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Gnoud_'s solution](#)

124.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2019-04-11 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[Gnoud_'s solution](#)

125.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: binary search, sortings

[Gnoud_'s solution](#)

126.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Gnoud_'s solution](#)

127.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Gnoud_'s solution](#)

128.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Gnoud_'s solution](#)

129.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Gnoud_'s solution](#)

130.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: dp, graphs

[Gnoud_'s solution](#)

131.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Gnoud_'s solution](#)

132.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Gnoud_'s solution](#)

133.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Gnoud_'s solution](#)

134.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Gnoud_'s solution](#)

135.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[Gnoud_'s solution](#)

136.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Gnoud_'s solution](#)

137.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: data structures, dsu

[Gnoud_'s solution](#)

138.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Gnoud_'s solution](#)

139.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Gnoud_'s solution](#)

140.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Gnoud_'s solution](#)

141.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Gnoud_'s solution](#)

142.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[Gnoud_'s solution](#)

143.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-12 · last AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[Gnoud_'s solution](#)

144.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Gnoud_'s solution](#)

145.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Gnoud_'s solution](#)

146.

1244E

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

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

greedy, sortings, ternary search, two pointers

[Gnoud_'s solution](#)

147.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[Gnoud_'s solution](#)

148.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Gnoud_'s solution](#)

149.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2019-06-11 · last AC: 2019-06-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number theory

[Gnoud_'s solution](#)

150.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Gnoud_'s solution](#)

151.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Gnoud_'s solution](#)

152.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Gnoud_'s solution](#)

153.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Gnoud_'s solution](#)

154.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[Gnoud_'s solution](#)

155.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: math

[Gnoud_'s solution](#)

156.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: dp, matrices

[Gnoud_'s solution](#)

157.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Gnoud_'s solution](#)

158.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Gnoud_'s solution](#)

159.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Gnoud_'s solution](#)

160.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[Gnoud_'s solution](#)

161.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Gnoud_'s solution](#)

162.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: brute force, geometry

[Gnoud_'s solution](#)

163.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[Gnoud_'s solution](#)

164.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[Gnoud_'s solution](#)

165.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: dp, matrices

[Gnoud_'s solution](#)

166.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Gnoud_'s solution](#)

167.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Gnoud_'s solution](#)

168.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Gnoud_'s solution](#)

169.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Gnoud_'s solution](#)

170.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Gnoud_'s solution](#)

171.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Gnoud_'s solution](#)

172.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Gnoud_'s solution](#)

173.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Gnoud_'s solution](#)

174.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Gnoud_'s solution](#)

175.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Gnoud_'s solution](#)

176.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Gnoud_'s solution](#)

177.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Gnoud_'s solution](#)

178.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Gnoud_'s solution](#)

179.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2018-05-14 · last AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Gnoud_'s solution](#)

180.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Gnoud_'s solution](#)

181.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Gnoud_'s solution](#)

182.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Gnoud_'s solution](#)

183.

300E

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

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Gnoud_'s solution](#)

184.

1197E

[Culture Code](#) · [Tutorial](#)

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

[Gnoud_'s solution](#)

185.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Gnoud_'s solution](#)

186.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Gnoud_'s solution](#)

187.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Gnoud_'s solution](#)

188.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Gnoud_'s solution](#)

189.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer

[Gnoud_'s solution](#)

190.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-11-21 · last AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Gnoud_'s solution](#)

191.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures

[Gnoud_'s solution](#)

192.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: dp

[Gnoud_'s solution](#)

193.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Gnoud_'s solution](#)

194.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Gnoud_'s solution](#)

195.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Gnoud_'s solution](#)

196.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2019-02-18 · last AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[Gnoud_'s solution](#)

197.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Gnoud_'s solution](#)

198.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: data structures

[Gnoud_'s solution](#)

199.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[Gnoud_'s solution](#)

200.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2018-11-27 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: strings

[Gnoud_'s solution](#)

201.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Gnoud_'s solution](#)

202.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Gnoud_'s solution](#)

203.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Gnoud_'s solution](#)

204.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: brute force, data structures

[Gnoud_'s solution](#)

205.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Gnoud_'s solution](#)

206.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Gnoud_'s solution](#)

207.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Gnoud_'s solution](#)

208.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Gnoud_'s solution](#)

209.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: data structures, geometry

[Gnoud_'s solution](#)

210.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Gnoud_'s solution](#)

211.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Gnoud_'s solution](#)

212.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Gnoud_'s solution](#)

213.

967F

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Gnoud_'s solution](#)

214.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Gnoud_'s solution](#)

215.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[Gnoud_'s solution](#)

216.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Gnoud_'s solution](#)

217.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Gnoud_'s solution](#)

218.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[Gnoud_'s solution](#)

219.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Gnoud_'s solution](#)

220.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Gnoud_'s solution](#)

221.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Gnoud_'s solution](#)

222.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Gnoud_'s solution](#)

223.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Gnoud_'s solution](#)

224.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · last AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

225.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

226.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

227.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

228.

102992B

[Baby's First Suffix Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

229.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

230.

104010C

[Campfire Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

231.

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

232.

104010A

[Rain Diary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

233.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

234.

104023E

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

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

235.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

236.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

237.

102460L

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

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

238.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

239.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

240.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

241.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

242.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

243.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Gnoud_'s solution](#)

244.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Gnoud_'s solution](#)

245.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

246.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

247.

102411J

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

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

248.

102411H

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

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

249.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

250.

102411M

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

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

251.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

252.

102411A

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

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

253.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

254.

102482K

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

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

255.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

256.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

257.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

258.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

259.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

260.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

261.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

262.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

263.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

264.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

265.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

266.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · Java 8 (first AC) · Tags: —

[Gnoud_'s solution](#)

267.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · Java 8 (first AC) · Tags: —

[Gnoud_'s solution](#)

268.

102942F

[Offer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

269.

102942E

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

270.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

271.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

272.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Gnoud_'s solution](#)

273.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

274.

102319A

[Andrew and Efficient Change](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

275.

102367D

[Deliveries](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · last AC: 2019-10-01 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

276.

102078B

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

277.

1021575

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

278.

1021576

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

279.

1021574

[North East South West](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

280.

1021571

[Nuclear Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: —

[Gnoud_'s solution](#)

281.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,265 global accepts · Rating: — · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: *special, implementation

[Gnoud_'s solution](#)

282.

101470B

[Circle of digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

283.

101853C

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

284.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

285.

101853J

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

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

286.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

287.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

288.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

289.

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)

290.

102035A

[N integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Gnoud_'s solution](#)