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Unique solved — HoshimiOWO

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

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

Filters: none

Count: 994

1.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[HoshimiOWO's solution](#)

2.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,613 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[HoshimiOWO's solution](#)

3.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[HoshimiOWO's solution](#)

4.

1791C

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Quality: 74,163 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

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5.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

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6.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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7.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[HoshimiOWO's solution](#)

8.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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9.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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10.

1704A

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Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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11.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[HoshimiOWO's solution](#)

12.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[HoshimiOWO's solution](#)

13.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[HoshimiOWO's solution](#)

14.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[HoshimiOWO's solution](#)

15.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[HoshimiOWO's solution](#)

16.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[HoshimiOWO's solution](#)

17.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
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18.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[HoshimiOWO's solution](#)

19.

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
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20.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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21.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[HoshimiOWO's solution](#)

22.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[HoshimiOWO's solution](#)

23.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math

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24.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[HoshimiOWO's solution](#)

25.

1669B

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Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[HoshimiOWO's solution](#)

26.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,537 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[HoshimiOWO's solution](#)

27.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[HoshimiOWO's solution](#)

28.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[HoshimiOWO's solution](#)

29.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[HoshimiOWO's solution](#)

30.

1634A

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Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[HoshimiOWO's solution](#)

31.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[HoshimiOWO's solution](#)

32.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[HoshimiOWO's solution](#)

33.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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34.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math, sortings
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35.

1552A

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

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36.

1553A

[Digits Sum](#) · [Tutorial](#)

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37.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
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38.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math
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39.

1539B

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[HoshimiOWO's solution](#)

40.

1515A

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Quality: 21,122 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
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41.

1506A

[Strange Table](#) · [Tutorial](#)

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42.

1491A

[K-th Largest Value](#) · [Tutorial](#)

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43.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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44.

1487A

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45.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings
[HoshimiOWO's solution](#)

46.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math
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47.

1466B

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[HoshimiOWO's solution](#)

48.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: implementation
[HoshimiOWO's solution](#)

49.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: greedy
[HoshimiOWO's solution](#)

50.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: math
[HoshimiOWO's solution](#)

51.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[HoshimiOWO's solution](#)

52.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math
[HoshimiOWO's solution](#)

53.

1430B

[Barrels](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

54.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms

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55.

1397A

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Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: greedy, strings

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56.

1400A

[String Similarity](#) · [Tutorial](#)

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[HoshimiOWO's solution](#)

57.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[HoshimiOWO's solution](#)

58.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[HoshimiOWO's solution](#)

59.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: math

[HoshimiOWO's solution](#)

60.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force

[HoshimiOWO's solution](#)

61.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[HoshimiOWO's solution](#)

62.

1271A

[Suits](#) · [Tutorial](#)

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63.

1374A

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64.

1370A

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Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[HoshimiOWO's solution](#)

65.

1348A

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

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[HoshimiOWO's solution](#)

66.

1328A

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Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: math

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67.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

[HoshimiOWO's solution](#)

68.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[HoshimiOWO's solution](#)

69.

1294A

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Quality: 53,431 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[HoshimiOWO's solution](#)

70.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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71.

1709B

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Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

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72.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[HoshimiOWO's solution](#)

73.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[HoshimiOWO's solution](#)

74.

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[HoshimiOWO's solution](#)

75.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number

theory

[HoshimiOWO's solution](#)

76.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[HoshimiOWO's solution](#)

77.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[HoshimiOWO's solution](#)

78.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[HoshimiOWO's solution](#)

79.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, data structures

[HoshimiOWO's solution](#)

80.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: math

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81.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games

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82.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[HoshimiOWO's solution](#)

83.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[HoshimiOWO's solution](#)

84.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[HoshimiOWO's solution](#)

85.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[HoshimiOWO's solution](#)

86.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[HoshimiOWO's solution](#)

87.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[HoshimiOWO's solution](#)

88.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[HoshimiOWO's solution](#)

89.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[HoshimiOWO's solution](#)

90.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[HoshimiOWO's solution](#)

91.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[HoshimiOWO's solution](#)

92.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[HoshimiOWO's solution](#)

93.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[HoshimiOWO's solution](#)

94.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[HoshimiOWO's solution](#)

95.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[HoshimiOWO's solution](#)

96.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[HoshimiOWO's solution](#)

97.

1430C

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

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[HoshimiOWO's solution](#)

98.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[HoshimiOWO's solution](#)

99.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[HoshimiOWO's solution](#)

100.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: greedy, strings

[HoshimiOWO's solution](#)

101.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[HoshimiOWO's solution](#)

102.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[HoshimiOWO's solution](#)

103.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[HoshimiOWO's solution](#)

104.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[HoshimiOWO's solution](#)

105.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[HoshimiOWO's solution](#)

106.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[HoshimiOWO's solution](#)

107.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, math

[HoshimiOWO's solution](#)

108.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[HoshimiOWO's solution](#)

109.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[HoshimiOWO's solution](#)

110.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[HoshimiOWO's solution](#)

111.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[HoshimiOWO's solution](#)

112.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[HoshimiOWO's solution](#)

113.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[HoshimiOWO's solution](#)

114.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[HoshimiOWO's solution](#)

115.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[HoshimiOWO's solution](#)

116.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[HoshimiOWO's solution](#)

117.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[HoshimiOWO's solution](#)

118.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games

[HoshimiOWO's solution](#)

119.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[HoshimiOWO's solution](#)

120.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[HoshimiOWO's solution](#)

121.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[HoshimiOWO's solution](#)

122.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[HoshimiOWO's solution](#)

123.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[HoshimiOWO's solution](#)

124.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[HoshimiOWO's solution](#)

125.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[HoshimiOWO's solution](#)

126.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[HoshimiOWO's solution](#)

127.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[HoshimiOWO's solution](#)

128.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[HoshimiOWO's solution](#)

129.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[HoshimiOWO's solution](#)

130.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[HoshimiOWO's solution](#)

131.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[HoshimiOWO's solution](#)

132.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation

[HoshimiOWO's solution](#)

133.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[HoshimiOWO's solution](#)

134.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[HoshimiOWO's solution](#)

135.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[HoshimiOWO's solution](#)

136.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[HoshimiOWO's solution](#)

137.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[HoshimiOWO's solution](#)

138.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[HoshimiOWO's solution](#)

139.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[HoshimiOWO's solution](#)

140.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: math

[HoshimiOWO's solution](#)

141.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[HoshimiOWO's solution](#)

142.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[HoshimiOWO's solution](#)

143.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[HoshimiOWO's solution](#)

144.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[HoshimiOWO's solution](#)

145.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[HoshimiOWO's solution](#)

146.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[HoshimiOWO's solution](#)

147.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[HoshimiOWO's solution](#)

148.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[HoshimiOWO's solution](#)

149.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[HoshimiOWO's solution](#)

150.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[HoshimiOWO's solution](#)

151.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[HoshimiOWO's solution](#)

152.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[HoshimiOWO's solution](#)

153.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[HoshimiOWO's solution](#)

154.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[HoshimiOWO's solution](#)

155.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[HoshimiOWO's solution](#)

156.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[HoshimiOWO's solution](#)

157.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[HoshimiOWO's solution](#)

158.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[HoshimiOWO's solution](#)

159.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[HoshimiOWO's solution](#)

160.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[HoshimiOWO's solution](#)

161.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: greedy, math

[HoshimiOWO's solution](#)

162.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[HoshimiOWO's solution](#)

163.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[HoshimiOWO's solution](#)

164.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[HoshimiOWO's solution](#)

165.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[HoshimiOWO's solution](#)

166.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[HoshimiOWO's solution](#)

167.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[HoshimiOWO's solution](#)

168.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[HoshimiOWO's solution](#)

169.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[HoshimiOWO's solution](#)

170.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[HoshimiOWO's solution](#)

171.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[HoshimiOWO's solution](#)

172.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[HoshimiOWO's solution](#)

173.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[HoshimiOWO's solution](#)

174.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[HoshimiOWO's solution](#)

175.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[HoshimiOWO's solution](#)

176.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[HoshimiOWO's solution](#)

177.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[HoshimiOWO's solution](#)

178.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[HoshimiOWO's solution](#)

179.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[HoshimiOWO's solution](#)

180.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[HoshimiOWO's solution](#)

181.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[HoshimiOWO's solution](#)

182.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: greedy
[HoshimiOWO's solution](#)

183.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory
[HoshimiOWO's solution](#)

184.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[HoshimiOWO's solution](#)

185.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[HoshimiOWO's solution](#)

186.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[HoshimiOWO's solution](#)

187.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[HoshimiOWO's solution](#)

188.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[HoshimiOWO's solution](#)

189.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
[HoshimiOWO's solution](#)

190.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[HoshimiOWO's solution](#)

191.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[HoshimiOWO's solution](#)

192.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[HoshimiOWO's solution](#)

193.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[HoshimiOWO's solution](#)

194.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[HoshimiOWO's solution](#)

195.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[HoshimiOWO's solution](#)

196.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[HoshimiOWO's solution](#)

197.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[HoshimiOWO's solution](#)

198.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[HoshimiOWO's solution](#)

199.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[HoshimiOWO's solution](#)

200.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings
[HoshimiOWO's solution](#)

201.

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
[HoshimiOWO's solution](#)

202.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[HoshimiOWO's solution](#)

203.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[HoshimiOWO's solution](#)

204.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[HoshimiOWO's solution](#)

205.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings
[HoshimiOWO's solution](#)

206.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation
[HoshimiOWO's solution](#)

207.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[HoshimiOWO's solution](#)

208.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[HoshimiOWO's solution](#)

209.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[HoshimiOWO's solution](#)

210.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy,

math

[HoshimiOWO's solution](#)

211.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[HoshimiOWO's solution](#)

212.

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[HoshimiOWO's solution](#)

213.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[HoshimiOWO's solution](#)

214.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[HoshimiOWO's solution](#)

215.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[HoshimiOWO's solution](#)

216.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[HoshimiOWO's solution](#)

217.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[HoshimiOWO's solution](#)

218.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[HoshimiOWO's solution](#)

219.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[HoshimiOWO's solution](#)

220.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[HoshimiOWO's solution](#)

221.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[HoshimiOWO's solution](#)

222.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[HoshimiOWO's solution](#)

223.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[HoshimiOWO's solution](#)

224.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[HoshimiOWO's solution](#)

225.

1397C

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

Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[HoshimiOWO's solution](#)

226.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[HoshimiOWO's solution](#)

227.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[HoshimiOWO's solution](#)

228.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[HoshimiOWO's solution](#)

229.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[HoshimiOWO's solution](#)

230.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: math, number theory

[HoshimiOWO's solution](#)

231.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[HoshimiOWO's solution](#)

232.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[HoshimiOWO's solution](#)

233.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[HoshimiOWO's solution](#)

234.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[HoshimiOWO's solution](#)

235.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[HoshimiOWO's solution](#)

236.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[HoshimiOWO's solution](#)

237.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[HoshimiOWO's solution](#)

238.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[HoshimiOWO's solution](#)

239.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[HoshimiOWO's solution](#)

240.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[HoshimiOWO's solution](#)

241.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[HoshimiOWO's solution](#)

242.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[HoshimiOWO's solution](#)

243.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[HoshimiOWO's solution](#)

244.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[HoshimiOWO's solution](#)

245.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[HoshimiOWO's solution](#)

246.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[HoshimiOWO's solution](#)

247.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-18 · last AC: 2021-04-19 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory

[HoshimiOWO's solution](#)

248.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[HoshimiOWO's solution](#)

249.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[HoshimiOWO's solution](#)

250.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[HoshimiOWO's solution](#)

251.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[HoshimiOWO's solution](#)

252.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[HoshimiOWO's solution](#)

253.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[HoshimiOWO's solution](#)

254.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[HoshimiOWO's solution](#)

255.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[HoshimiOWO's solution](#)

256.

1295B

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

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

[HoshimiOWO's solution](#)

257.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[HoshimiOWO's solution](#)

258.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[HoshimiOWO's solution](#)

259.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[HoshimiOWO's solution](#)

260.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[HoshimiOWO's solution](#)

261.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[HoshimiOWO's solution](#)

262.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[HoshimiOWO's solution](#)

263.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[HoshimiOWO's solution](#)

264.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[HoshimiOWO's solution](#)

265.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[HoshimiOWO's solution](#)

266.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[HoshimiOWO's solution](#)

267.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[HoshimiOWO's solution](#)

268.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[HoshimiOWO's solution](#)

269.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[HoshimiOWO's solution](#)

270.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[HoshimiOWO's solution](#)

271.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[HoshimiOWO's solution](#)

272.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[HoshimiOWO's solution](#)

273.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp

[HoshimiOWO's solution](#)

274.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: games

[HoshimiOWO's solution](#)

275.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[HoshimiOWO's solution](#)

276.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[HoshimiOWO's solution](#)

277.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[HoshimiOWO's solution](#)

278.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[HoshimiOWO's solution](#)

279.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[HoshimiOWO's solution](#)

280.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[HoshimiOWO's solution](#)

281.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[HoshimiOWO's solution](#)

282.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[HoshimiOWO's solution](#)

283.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[HoshimiOWO's solution](#)

284.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[HoshimiOWO's solution](#)

285.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[HoshimiOWO's solution](#)

286.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[HoshimiOWO's solution](#)

287.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[HoshimiOWO's solution](#)

288.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[HoshimiOWO's solution](#)

289.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[HoshimiOWO's solution](#)

290.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[HoshimiOWO's solution](#)

291.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[HoshimiOWO's solution](#)

292.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[HoshimiOWO's solution](#)

293.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[HoshimiOWO's solution](#)

294.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[HoshimiOWO's solution](#)

295.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[HoshimiOWO's solution](#)

296.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[HoshimiOWO's solution](#)

297.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[HoshimiOWO's solution](#)

298.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-20 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[HoshimiOWO's solution](#)

299.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[HoshimiOWO's solution](#)

300.

1430E

[String Reversal](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

301.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[HoshimiOWO's solution](#)

302.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[HoshimiOWO's solution](#)

303.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[HoshimiOWO's solution](#)

304.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[HoshimiOWO's solution](#)

305.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[HoshimiOWO's solution](#)

306.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[HoshimiOWO's solution](#)

307.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[HoshimiOWO's solution](#)

308.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[HoshimiOWO's solution](#)

309.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[HoshimiOWO's solution](#)

310.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[HoshimiOWO's solution](#)

311.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[HoshimiOWO's solution](#)

312.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-23 · last AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[HoshimiOWO's solution](#)

313.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[HoshimiOWO's solution](#)

314.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[HoshimiOWO's solution](#)

315.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[HoshimiOWO's solution](#)

316.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[HoshimiOWO's solution](#)

317.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-08-19 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[HoshimiOWO's solution](#)

318.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[HoshimiOWO's solution](#)

319.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[HoshimiOWO's solution](#)

320.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[HoshimiOWO's solution](#)

321.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[HoshimiOWO's solution](#)

322.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[HoshimiOWO's solution](#)

323.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[HoshimiOWO's solution](#)

324.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[HoshimiOWO's solution](#)

325.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[HoshimiOWO's solution](#)

326.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[HoshimiOWO's solution](#)

327.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[HoshimiOWO's solution](#)

328.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[HoshimiOWO's solution](#)

329.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[HoshimiOWO's solution](#)

330.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[HoshimiOWO's solution](#)

331.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[HoshimiOWO's solution](#)

332.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[HoshimiOWO's solution](#)

333.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: dp, math, number theory

[HoshimiOWO's solution](#)

334.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[HoshimiOWO's solution](#)

335.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[HoshimiOWO's solution](#)

336.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · last AC: 2020-12-31 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[HoshimiOWO's solution](#)

337.

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

[HoshimiOWO's solution](#)

338.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[HoshimiOWO's solution](#)

339.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: brute force, dp, games, greedy

[HoshimiOWO's solution](#)

340.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[HoshimiOWO's solution](#)

341.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · last AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[HoshimiOWO's solution](#)

342.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[HoshimiOWO's solution](#)

343.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[HoshimiOWO's solution](#)

344.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[HoshimiOWO's solution](#)

345.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[HoshimiOWO's solution](#)

346.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[HoshimiOWO's solution](#)

347.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[HoshimiOWO's solution](#)

348.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[HoshimiOWO's solution](#)

349.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[HoshimiOWO's solution](#)

350.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[HoshimiOWO's solution](#)

351.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[HoshimiOWO's solution](#)

352.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[HoshimiOWO's solution](#)

353.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[HoshimiOWO's solution](#)

354.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[HoshimiOWO's solution](#)

355.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[HoshimiOWO's solution](#)

356.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[HoshimiOWO's solution](#)

357.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[HoshimiOWO's solution](#)

358.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[HoshimiOWO's solution](#)

359.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[HoshimiOWO's solution](#)

360.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[HoshimiOWO's solution](#)

361.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[HoshimiOWO's solution](#)

362.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[HoshimiOWO's solution](#)

363.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[HoshimiOWO's solution](#)

364.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[HoshimiOWO's solution](#)

365.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[HoshimiOWO's solution](#)

366.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[HoshimiOWO's solution](#)

367.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[HoshimiOWO's solution](#)

368.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[HoshimiOWO's solution](#)

369.

1494D

[Dogeforces](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

370.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, dfs

and similar, dsu, trees

[HoshimiOWO's solution](#)

371.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[HoshimiOWO's solution](#)

372.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[HoshimiOWO's solution](#)

373.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[HoshimiOWO's solution](#)

374.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[HoshimiOWO's solution](#)

375.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[HoshimiOWO's solution](#)

376.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[HoshimiOWO's solution](#)

377.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[HoshimiOWO's solution](#)

378.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[HoshimiOWO's solution](#)

379.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[HoshimiOWO's solution](#)

380.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[HoshimiOWO's solution](#)

381.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-17 · last AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[HoshimiOWO's solution](#)

382.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[HoshimiOWO's solution](#)

383.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[HoshimiOWO's solution](#)

384.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[HoshimiOWO's solution](#)

385.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[HoshimiOWO's solution](#)

386.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[HoshimiOWO's solution](#)

387.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[HoshimiOWO's solution](#)

388.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[HoshimiOWO's solution](#)

389.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[HoshimiOWO's solution](#)

390.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[HoshimiOWO's solution](#)

391.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[HoshimiOWO's solution](#)

392.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[HoshimiOWO's solution](#)

393.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[HoshimiOWO's solution](#)

394.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[HoshimiOWO's solution](#)

395.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[HoshimiOWO's solution](#)

396.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[HoshimiOWO's solution](#)

397.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[HoshimiOWO's solution](#)

398.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[HoshimiOWO's solution](#)

399.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[HoshimiOWO's solution](#)

400.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[HoshimiOWO's solution](#)

401.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[HoshimiOWO's solution](#)

402.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[HoshimiOWO's solution](#)

403.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[HoshimiOWO's solution](#)

404.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[HoshimiOWO's solution](#)

405.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[HoshimiOWO's solution](#)

406.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[HoshimiOWO's solution](#)

407.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: greedy, interactive, math, probabilities

[HoshimiOWO's solution](#)

408.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[HoshimiOWO's solution](#)

409.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[HoshimiOWO's solution](#)

410.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[HoshimiOWO's solution](#)

411.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[HoshimiOWO's solution](#)

412.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[HoshimiOWO's solution](#)

413.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[HoshimiOWO's solution](#)

414.

104095D

[Virtual](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

415.

104095L

[YUSU](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

416.

104095K

[PN2 in VpeN2](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

417.

104095F

[eÄn0EÜW0](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

418.

104095C

[b Tutoñe -Æ-Ö-è-](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

419.

104095I

[Y*8>pp,](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

420.

104095J

[NORON 0 ^se^TCE](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

421.

104095E

[Sñowal](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

422.

104095B

[^•Tubie>](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

423.

104095A

[siYOrb!](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

424.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[HoshimiOWO's solution](#)

425.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

426.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

427.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

428.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

429.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

430.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

431.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

432.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

433.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

434.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

435.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

436.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

437.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

438.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

439.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

440.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

441.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

442.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

443.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

444.

104076D

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

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

445.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

446.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

447.

104076M

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

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

448.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

449.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

450.

104064G

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

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

451.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

452.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

453.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

454.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

455.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

456.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

457.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

458.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

459.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

460.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

461.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

462.

104065H

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

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

463.

104065M

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

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

464.

104065G

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

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

465.

104065C

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

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

466.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

467.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

468.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

469.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

470.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

471.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

472.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

473.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

474.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

475.

104053C

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

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

476.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

477.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

478.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

479.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

480.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

481.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

482.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

483.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

484.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

485.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

486.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

487.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

488.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

489.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

490.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

491.

104022J

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

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

492.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

493.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

494.

102059G

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

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

495.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

496.

102059F

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

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

497.

102059E

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

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

498.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

499.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

500.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

501.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

502.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

503.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

504.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

505.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

506.

104013F

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

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

507.

104013E

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

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

508.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

509.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

510.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

511.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

512.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

513.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

514.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

515.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

516.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

517.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

518.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

519.

102760J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

520.

102760K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

521.

102760E

[Min-hashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

522.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

523.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

524.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

525.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

526.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

527.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

528.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

529.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

530.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

531.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

532.

103371K

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

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

533.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

534.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

535.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

536.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

537.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

538.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

539.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

540.

103627E

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

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

541.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

542.

102411D

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

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

543.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

544.

102411J

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

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

545.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

546.

102411H

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

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

547.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

548.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

549.

102411A

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

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

550.

102411M

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

Rating: — · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

551.

103637H

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

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

552.

103637F

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

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

553.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

554.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

555.

103637A

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

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

556.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

557.

103637C

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

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

558.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

559.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

560.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

561.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

562.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

563.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

564.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

565.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

566.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

567.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

568.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

569.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

570.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

571.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

572.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

573.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

574.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

575.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

576.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

577.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

578.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

579.

103640H

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

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

580.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

581.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

582.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

583.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

584.

103640K

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

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

585.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

586.

103652E

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

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[HoshimiOWO's solution](#)

587.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

588.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

589.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

590.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

591.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

592.

101987C

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

Rating: — · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

593.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

594.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

595.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[HoshimiOWO's solution](#)

596.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

597.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[HoshimiOWO's solution](#)

598.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[HoshimiOWO's solution](#)

599.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[HoshimiOWO's solution](#)

600.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[HoshimiOWO's solution](#)

601.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[HoshimiOWO's solution](#)

602.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[HoshimiOWO's solution](#)

603.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[HoshimiOWO's solution](#)

604.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[HoshimiOWO's solution](#)

605.

100431A

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

Rating: — · first AC: 2022-04-28 · last AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

606.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · PyPy 3-64 (first AC) · Tags: —

[HoshimiOWO's solution](#)

607.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

608.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

609.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

610.

100431E

[Word Cover](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

611.

100520C

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

Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

612.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

613.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

614.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

615.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

616.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

617.

103260A

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

Rating: — · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

618.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

619.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

620.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

621.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

622.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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623.

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624.

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625.

101656H

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626.

101656G

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627.

101656L

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628.

101656B

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Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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629.

101656A

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Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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630.

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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631.

101673A

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Rating: — · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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632.

101673I

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Rating: — · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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633.

101673E

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Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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634.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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635.

101673F

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Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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636.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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637.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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638.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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639.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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640.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

641.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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642.

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[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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643.

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[Two Pirates - 2](#) · [Tutorial](#)

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[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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645.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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646.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

647.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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648.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

649.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

650.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

651.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

652.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · last AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

653.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

654.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

655.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

656.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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657.

102220E

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

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

658.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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659.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

660.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

661.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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662.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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663.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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664.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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665.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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666.

103049C

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

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667.

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668.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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669.

102801L

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Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

670.

102801H

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

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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671.

102801E

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Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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672.

102801I

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673.

102801B

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674.

102801C

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675.

102801D

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Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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676.

102801J

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677.

102801G

[Halli Galli](#) · [Tutorial](#)

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679.

101741G

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Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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680.

101741K

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681.

101741L

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682.

101741J

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683.

101741C

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684.

101741A

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685.

103328H

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Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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686.

103328K

[This is a Game](#) · [Tutorial](#)

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687.

103328C

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688.

103328I

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689.

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690.

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691.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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692.

103328B

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Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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693.

103388B

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694.

103388G

[Getting in Shape](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

695.

103388M

[Monarchy in Vertigo](#) · Tutorial

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

[HoshimiOWO's solution](#)

696.

103388N

[No Luck](#) · Tutorial

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

[HoshimiOWO's solution](#)

697.

103388E

[Escalator](#) · Tutorial

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

[HoshimiOWO's solution](#)

698.

103388C

[Creating Multiples](#) · Tutorial

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

[HoshimiOWO's solution](#)

699.

103388K

[Kathmandu](#) · Tutorial

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

[HoshimiOWO's solution](#)

700.

103388H

[Handling the Blocks](#) · Tutorial

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

[HoshimiOWO's solution](#)

701.

102331I

[Interactive Vertex](#) · Tutorial

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

702.

102331G

[Grammarly](#) · Tutorial

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

703.

102331B

[Bitwise Xor](#) · Tutorial

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

704.

103414G

[Maximize XOR sum](#) · Tutorial

Rating: — · first AC: 2022-03-04 · last AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

705.

103414F

[Race](#) · Tutorial

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

706.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

707.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

708.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

709.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

710.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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711.

103414I

[Third Group Exam](#) · [Tutorial](#)

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712.

103414B

[Guess the Array](#) · [Tutorial](#)

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713.

103414J

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

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714.

103414A

[Friendly Rooks](#) · [Tutorial](#)

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[HoshimiOWO's solution](#)

715.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

716.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

717.

103443J

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

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

718.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

719.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

720.

103443D

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

721.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

722.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

723.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

724.

103483H

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

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

725.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

726.

103483G

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

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

727.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

728.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

729.

103483F

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

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

730.

103483D

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

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

731.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

732.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

733.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

734.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

735.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

736.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

737.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

738.

103447B

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

Rating: — · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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739.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

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740.

101158F

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Rating: — · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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741.

101158E

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Rating: — · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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742.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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743.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

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

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744.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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745.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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746.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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747.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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748.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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749.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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750.

101630A

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Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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751.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

752.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

753.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

754.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

755.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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756.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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757.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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758.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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759.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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760.

102465D

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Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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761.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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762.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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763.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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764.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

765.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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766.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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767.

102428I

[Improve SPAM](#) · [Tutorial](#)

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

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768.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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769.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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770.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

771.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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772.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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773.

103185B

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

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

774.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

775.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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776.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

777.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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778.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

779.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

780.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

781.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

782.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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783.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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784.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

785.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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786.

103438G

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

Rating: — · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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787.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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788.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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789.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

790.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

791.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

792.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

793.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

794.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

795.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

796.

103409D

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

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

797.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

798.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

799.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

800.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

801.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

802.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

803.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

804.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

805.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

806.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

807.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

808.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

809.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

810.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

811.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

812.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

813.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

814.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

815.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

816.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

817.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

818.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

819.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

820.

103081K

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

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

821.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

822.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

823.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · last AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

824.

103102I

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

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

825.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

826.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

827.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

828.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

829.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

830.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

831.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

832.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

833.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

834.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

835.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

836.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

837.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

838.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

839.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

840.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

841.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

842.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

843.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

844.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

845.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

846.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

847.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

848.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

849.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

850.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

851.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

852.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

853.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

854.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

855.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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856.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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857.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

858.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

859.

103119L

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

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

860.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

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

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861.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

862.

102028F

[Honeycomb](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

863.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

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

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864.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

865.

102028I

[Distance](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

866.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

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

[HoshimiOWO's solution](#)

867.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

868.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

869.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

870.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

871.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

872.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

873.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

874.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

875.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

876.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

877.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

878.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

879.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

880.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

881.

101206H

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

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

882.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

883.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

884.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

885.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

886.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

887.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

888.

102056D

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

Rating: — · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

889.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

890.

103069A

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

Rating: — · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

891.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

892.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

893.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

894.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

895.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

896.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[HoshimiOWO's solution](#)

897.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

898.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

899.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

900.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

901.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

902.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

903.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

904.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

905.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

906.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

907.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

908.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · last AC: 2021-03-28 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

909.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

910.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

911.

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

912.

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

913.

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

914.

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

915.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

916.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

917.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

918.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

919.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

920.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

921.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

922.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

923.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

924.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

925.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

926.

101955J

[How Much Memory Your Code Is Using? · Tutorial](#)

Rating: — · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

927.

101669J

[Cunning Friends · Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

928.

101669A

[Concerts · Tutorial](#)

Rating: — · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

929.

101669D

[Harry Potter and The Vector Spell · Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

930.

101669F

[Binary Transformations · Tutorial](#)

Rating: — · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

931.

101669K

[Escape Room · Tutorial](#)

Rating: — · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

932.

101669G

[Robots · Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

933.

102556H

[Riana and Humongous Numbers · Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

934.

102556B

[Riana and the Blind Date · Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

935.

102556F

[Riana and Fiber Chatroom · Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

936.

102556G

[Riana and Gallant Guards · Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

937.

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

938.

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

939.

102556C

[Riana and Commute](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

940.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

941.

101962F

[Renanzinho and His Toys](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

942.

101962H

[All-In](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

943.

101962M

[Sorting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

944.

101962C

[Renan and Cirque du Soleil](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

945.

101962K

[Rei do Cangaço](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

946.

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

947.

101962B

[Color Changing Sofa](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

948.

101962E

[Hat-Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

949.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

950.

102576I

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

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

951.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

952.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

953.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

954.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

955.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

956.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

957.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

958.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

959.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

960.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

961.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

962.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · last AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[HoshimiOWO's solution](#)

963.

102152F

[camelCase](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · last AC: 2020-04-23 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

964.

102152C

[Large GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · last AC: 2020-04-23 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

965.

102152H

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

Rating: — · first AC: 2020-04-19 · last AC: 2020-04-23 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

966.

102152G

[The Special King](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · last AC: 2020-04-23 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

967.

102152B

[Memory Management System](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

968.

102152K

[Subarrays OR](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

969.

102152I

[Array Negations](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

970.

102152D

[XOR Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

971.

102152J

[Grid Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

972.

102152E

[Building Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

973.

102307C

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

Rating: — · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: —

[HoshimiOWO's solution](#)

974.

102307G

[Graduation](#) · [Tutorial](#)

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