

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

<https://cfelitetracker.vercel.app>

Unique solved — Howarli

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

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

Filters: none

Count: 254

- 1.**
1946A
[Median of an Array](#) · [Tutorial](#)
Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[Howarli's solution](#)
- 2.**
1923A
[Moving Chips](#) · [Tutorial](#)
Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Howarli's solution](#)
- 3.**
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
[Howarli's solution](#)
- 4.**
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
[Howarli's solution](#)
- 5.**
1647A
[Madoka and Math Dad](#) · [Tutorial](#)
Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Howarli's solution](#)
- 6.**
1646B
[Quality vs Quantity](#) · [Tutorial](#)
Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[Howarli's solution](#)
- 7.**
1646A
[Square Counting](#) · [Tutorial](#)
Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[Howarli's solution](#)
- 8.**
1552A
[Subsequence Permutation](#) · [Tutorial](#)
Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[Howarli's solution](#)
- 9.**
1535A
[Fair Playoff](#) · [Tutorial](#)
Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Howarli's solution](#)

10.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Howarli's solution](#)

11.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Howarli's solution](#)

12.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Howarli's solution](#)

13.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Howarli's solution](#)

14.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Howarli's solution](#)

15.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Howarli's solution](#)

16.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 900 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Howarli's solution](#)

17.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, math

[Howarli's solution](#)

18.

1438B

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

Quality: 29,063 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Howarli's solution](#)

19.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Howarli's solution](#)

20.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Howarli's solution](#)

21.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Howarli's solution](#)

22.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Howarli's solution](#)

23.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Howarli's solution](#)

24.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Howarli's solution](#)

25.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Howarli's solution](#)

26.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Howarli's solution](#)

27.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, trees

[Howarli's solution](#)

28.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Howarli's solution](#)

29.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Howarli's solution](#)

30.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Howarli's solution](#)

31.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Howarli's solution](#)

32.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Howarli's solution](#)

33.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Howarli's solution](#)

34.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Howarli's solution](#)

35.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Howarli's solution](#)

36.

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

[Howarli's solution](#)

37.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Howarli's solution](#)

38.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Howarli's solution](#)

39.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Howarli's solution](#)

40.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Howarli's solution](#)

41.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[Howarli's solution](#)

42.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[Howarli's solution](#)

43.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Howarli's solution](#)

44.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math
[Howarli's solution](#)

45.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[Howarli's solution](#)

46.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[Howarli's solution](#)

47.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: trees
[Howarli's solution](#)

48.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy
[Howarli's solution](#)

49.

1406C

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

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Howarli's solution](#)

50.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[Howarli's solution](#)

51.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: dfs and similar, math, probabilities, trees

[Howarli's solution](#)

52.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Howarli's solution](#)

53.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Howarli's solution](#)

54.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Howarli's solution](#)

55.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Howarli's solution](#)

56.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Howarli's solution](#)

57.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Howarli's solution](#)

58.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Howarli's solution](#)

59.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Howarli's solution](#)

60.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, interactive

[Howarli's solution](#)

61.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: number theory

[Howarli's solution](#)

62.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Howarli's solution](#)

63.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Howarli's solution](#)

64.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Howarli's solution](#)

65.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Howarli's solution](#)

66.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Howarli's solution](#)

67.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Howarli's solution](#)

68.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Howarli's solution](#)

69.

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[Howarli's solution](#)

70.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-10-28 · GNU C++ (first AC) · Tags: dfs and similar, dp

[Howarli's solution](#)

71.

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

[Howarli's solution](#)

72.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Howarli's solution](#)

73.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Howarli's solution](#)

74.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Howarli's solution](#)

75.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Howarli's solution](#)

76.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Howarli's solution](#)

77.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Howarli's solution](#)

78.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Howarli's solution](#)

79.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Howarli's solution](#)

80.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Howarli's solution](#)

81.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Howarli's solution](#)

82.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Howarli's solution](#)

83.

908D

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

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: dp, math, probabilities

[Howarli's solution](#)

84.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities

[Howarli's solution](#)

85.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Howarli's solution](#)

86.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Howarli's solution](#)

87.

1654E

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

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

[Howarli's solution](#)

88.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Howarli's solution](#)

89.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Howarli's solution](#)

90.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Howarli's solution](#)

91.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Howarli's solution](#)

92.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Howarli's solution](#)

93.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Howarli's solution](#)

94.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Howarli's solution](#)

95.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Howarli's solution](#)

96.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Howarli's solution](#)

97.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Howarli's solution](#)

98.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[Howarli's solution](#)

99.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[Howarli's solution](#)

100.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Howarli's solution](#)

101.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2017-12-01 · GNU C++ (first AC) · Tags: data structures

[Howarli's solution](#)

102.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2017-04-08 · last AC: 2017-04-17 · GNU C++ (first AC) · Tags: math, matrices, probabilities

[Howarli's solution](#)

103.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Howarli's solution](#)

104.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2018-05-28 · GNU C++ (first AC) · Tags: combinatorics, math, matrices

[Howarli's solution](#)

105.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

106.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

107.

103688E

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

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

108.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

109.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

110.

103688A

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

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

111.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

112.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

113.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

114.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

115.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

116.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

117.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

118.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

119.

103438G

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

Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

120.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

121.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

122.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

123.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

124.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

125.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

126.

103652E

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

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

127.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

128.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

129.

103640H

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

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

130.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

131.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

132.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

133.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

134.

103640K

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

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

135.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

136.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

137.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

138.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

139.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

140.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

141.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

142.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

143.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

144.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

145.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

146.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

147.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

148.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

149.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

150.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

151.

103443J

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

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

152.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

153.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

154.

103443D

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

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

155.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Howarli's solution](#)

156.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

157.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

158.

103577J

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

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

[Howarli's solution](#)

159.

103577K

[Walking Tiles](#) · [Tutorial](#)

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

[Howarli's solution](#)

160.

103577G

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

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

[Howarli's solution](#)

161.

103577D

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

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

[Howarli's solution](#)

162.

103577H

[Hiking trip](#) · [Tutorial](#)

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

[Howarli's solution](#)

163.

103577M

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

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

[Howarli's solution](#)

164.

103577F

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

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

[Howarli's solution](#)

165.

103577E

[Molecules](#) · [Tutorial](#)

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

[Howarli's solution](#)

166.

103577A

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

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

[Howarli's solution](#)

167.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

168.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

169.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

170.

103483J

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

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

171.

103483G

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

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

172.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

173.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

174.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

175.

103483D

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

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

176.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

177.

103483F

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

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

178.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

179.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

180.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

181.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

182.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

183.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

184.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

185.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

186.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

187.

103446B

[Strange Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Howarli's solution](#)

188.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Howarli's solution](#)

189.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

190.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

191.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

192.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

193.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

194.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

195.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

196.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

197.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

198.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

199.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

200.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

201.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

202.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

203.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

204.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

205.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

206.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

207.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

208.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Howarli's solution](#)

209.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

210.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

211.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

212.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

213.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

214.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

215.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[Howarli's solution](#)

216.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

217.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

218.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

219.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

220.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

221.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

222.

103119L

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

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

223.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

224.

102823C

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

225.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[Howarli's solution](#)

226.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

227.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[Howarli's solution](#)

228.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

229.

102823G

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

230.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

231.

103274D

[Delivering Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

232.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

233.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

234.

103274B

[Basel Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

235.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

236.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

237.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

238.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

239.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

240.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

241.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

242.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

243.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

244.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

245.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

246.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

247.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

248.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

249.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

250.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

251.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

252.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

253.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)

254.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-22 · last AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Howarli's solution](#)