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Unique solved — Joanna.S

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

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

Filters: none

Count: 873

1.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Joanna.S's solution](#)

2.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,769 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Joanna.S's solution](#)

3.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,594 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Joanna.S's solution](#)

4.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

5.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 800 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

6.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,693 global accepts · Rating: 800 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Joanna.S's solution](#)

7.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Joanna.S's solution](#)

8.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Joanna.S's solution](#)

9.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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10.

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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11.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Joanna.S's solution](#)

12.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

13.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Joanna.S's solution](#)

14.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

15.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Joanna.S's solution](#)

16.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

17.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Joanna.S's solution](#)

18.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

19.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joanna.S's solution](#)

20.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

21.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Joanna.S's solution](#)

22.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Joanna.S's solution](#)

23.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Joanna.S's solution](#)

24.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Joanna.S's solution](#)

25.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joanna.S's solution](#)

26.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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27.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Joanna.S's solution](#)

28.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Joanna.S's solution](#)

29.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Joanna.S's solution](#)

30.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

31.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Joanna.S's solution](#)

32.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Joanna.S's solution](#)

33.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

34.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Joanna.S's solution](#)

35.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Joanna.S's solution](#)

36.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Joanna.S's solution](#)

37.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Joanna.S's solution](#)

38.

1898A

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

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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39.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Joanna.S's solution](#)

40.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joanna.S's solution](#)

41.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

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42.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

43.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Joanna.S's solution](#)

44.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Joanna.S's solution](#)

45.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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46.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Joanna.S's solution](#)

47.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joanna.S's solution](#)

48.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Joanna.S's solution](#)

49.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Joanna.S's solution](#)

50.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Joanna.S's solution](#)

51.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,977 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Joanna.S's solution](#)

52.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,962 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Joanna.S's solution](#)

53.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Joanna.S's solution](#)

54.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joanna.S's solution](#)

55.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

56.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joanna.S's solution](#)

57.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Joanna.S's solution](#)

58.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Joanna.S's solution](#)

59.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Joanna.S's solution](#)

60.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

61.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Joanna.S's solution](#)

62.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Joanna.S's solution](#)

63.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Joanna.S's solution](#)

64.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Joanna.S's solution](#)

65.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

66.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Joanna.S's solution](#)

67.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joanna.S's solution](#)

68.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

69.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Joanna.S's solution](#)

70.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[Joanna.S's solution](#)

71.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Joanna.S's solution](#)

72.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

73.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

74.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Joanna.S's solution](#)

75.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Joanna.S's solution](#)

76.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Joanna.S's solution](#)

77.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joanna.S's solution](#)

78.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Joanna.S's solution](#)

79.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Joanna.S's solution](#)

80.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,568 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Joanna.S's solution](#)

81.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Joanna.S's solution](#)

82.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,408 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Joanna.S's solution](#)

83.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Joanna.S's solution](#)

84.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,150 global accepts · Rating: 800 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Joanna.S's solution](#)

85.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Joanna.S's solution](#)

86.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Joanna.S's solution](#)

87.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,434 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Joanna.S's solution](#)

88.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Joanna.S's solution](#)

89.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

90.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Joanna.S's solution](#)

91.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Joanna.S's solution](#)

92.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joanna.S's solution](#)

93.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Joanna.S's solution](#)

94.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

95.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Joanna.S's solution](#)

96.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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97.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Joanna.S's solution](#)

98.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joanna.S's solution](#)

99.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Joanna.S's solution](#)

100.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 900 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Joanna.S's solution](#)

101.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Joanna.S's solution](#)

102.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Joanna.S's solution](#)

103.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Joanna.S's solution](#)

104.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Joanna.S's solution](#)

105.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

106.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Joanna.S's solution](#)

107.

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Joanna.S's solution](#)

108.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Joanna.S's solution](#)

109.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,612 global accepts · Rating: 900 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Joanna.S's solution](#)

110.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Joanna.S's solution](#)

111.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Joanna.S's solution](#)

112.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Joanna.S's solution](#)

113.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Joanna.S's solution](#)

114.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Joanna.S's solution](#)

115.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joanna.S's solution](#)

116.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[Joanna.S's solution](#)

117.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Joanna.S's solution](#)

118.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

119.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Joanna.S's solution](#)

120.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Joanna.S's solution](#)

121.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Joanna.S's solution](#)

122.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Joanna.S's solution](#)

123.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Joanna.S's solution](#)

124.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joanna.S's solution](#)

125.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

126.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Joanna.S's solution](#)

127.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Joanna.S's solution](#)

128.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[Joanna.S's solution](#)

129.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Joanna.S's solution](#)

130.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Joanna.S's solution](#)

131.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Joanna.S's solution](#)

132.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Joanna.S's solution](#)

133.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Joanna.S's solution](#)

134.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

135.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Joanna.S's solution](#)

136.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Joanna.S's solution](#)

137.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Joanna.S's solution](#)

138.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Joanna.S's solution](#)

139.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Joanna.S's solution](#)

140.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Joanna.S's solution](#)

141.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Joanna.S's solution](#)

142.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Joanna.S's solution](#)

143.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Joanna.S's solution](#)

144.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Joanna.S's solution](#)

145.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

146.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Joanna.S's solution](#)

147.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Joanna.S's solution](#)

148.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Joanna.S's solution](#)

149.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Joanna.S's solution](#)

150.

1997C

[Even Positions · Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Joanna.S's solution](#)

151.

1997B

[Make Three Regions · Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Joanna.S's solution](#)

152.

1993B

[Parity and Sum · Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

153.

2004C

[Splitting Items · Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Joanna.S's solution](#)

154.

1832B

[Maximum Sum · Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Joanna.S's solution](#)

155.

1797B

[Li Hua and Pattern · Tutorial](#)

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

156.

1821B

[Sort the Subarray · Tutorial](#)

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Joanna.S's solution](#)

157.

1820B

[JoJo's Incredible Adventures · Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[Joanna.S's solution](#)

158.

1739B

[Array Recovery · Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Joanna.S's solution](#)

159.

1729C

[Jumping on Tiles · Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Joanna.S's solution](#)

160.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Joanna.S's solution](#)

161.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Joanna.S's solution](#)

162.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Joanna.S's solution](#)

163.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Joanna.S's solution](#)

164.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Joanna.S's solution](#)

165.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Joanna.S's solution](#)

166.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Joanna.S's solution](#)

167.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Joanna.S's solution](#)

168.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Joanna.S's solution](#)

169.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Joanna.S's solution](#)

170.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joanna.S's solution](#)

171.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Joanna.S's solution](#)

172.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

173.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Joanna.S's solution](#)

174.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

175.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Joanna.S's solution](#)

176.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Joanna.S's solution](#)

177.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Joanna.S's solution](#)

178.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

179.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Joanna.S's solution](#)

180.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Joanna.S's solution](#)

181.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[Joanna.S's solution](#)

182.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
[Joanna.S's solution](#)

183.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Joanna.S's solution](#)

184.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,406 global accepts · Rating: 1300 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings
[Joanna.S's solution](#)

185.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[Joanna.S's solution](#)

186.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[Joanna.S's solution](#)

187.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[Joanna.S's solution](#)

188.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Joanna.S's solution](#)

189.

2129A

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

Quality: 16,663 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[Joanna.S's solution](#)

190.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[Joanna.S's solution](#)

191.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Joanna.S's solution](#)

192.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Joanna.S's solution](#)

193.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[Joanna.S's solution](#)

194.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

195.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

196.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Joanna.S's solution](#)

197.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Joanna.S's solution](#)

198.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Joanna.S's solution](#)

199.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Joanna.S's solution](#)

200.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

201.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

202.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Joanna.S's solution](#)

203.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Joanna.S's solution](#)

204.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Joanna.S's solution](#)

205.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[Joanna.S's solution](#)

206.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Joanna.S's solution](#)

207.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Joanna.S's solution](#)

208.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Joanna.S's solution](#)

209.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[Joanna.S's solution](#)

210.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Joanna.S's solution](#)

211.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Joanna.S's solution](#)

212.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Joanna.S's solution](#)

213.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Joanna.S's solution](#)

214.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Joanna.S's solution](#)

215.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Joanna.S's solution](#)

216.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[Joanna.S's solution](#)

217.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Joanna.S's solution](#)

218.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Joanna.S's solution](#)

219.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Joanna.S's solution](#)

220.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Joanna.S's solution](#)

221.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Joanna.S's solution](#)

222.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Joanna.S's solution](#)

223.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joanna.S's solution](#)

224.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Joanna.S's solution](#)

225.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Joanna.S's solution](#)

226.

1494B

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

Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Joanna.S's solution](#)

227.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Joanna.S's solution](#)

228.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Joanna.S's solution](#)

229.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Joanna.S's solution](#)

230.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Joanna.S's solution](#)

231.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Joanna.S's solution](#)

232.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Joanna.S's solution](#)

233.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Joanna.S's solution](#)

234.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[Joanna.S's solution](#)

235.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Joanna.S's solution](#)

236.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Joanna.S's solution](#)

237.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Joanna.S's solution](#)

238.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Joanna.S's solution](#)

239.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Joanna.S's solution](#)

240.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

241.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Joanna.S's solution](#)

242.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

243.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Joanna.S's solution](#)

244.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Joanna.S's solution](#)

245.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Joanna.S's solution](#)

246.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Joanna.S's solution](#)

247.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Joanna.S's solution](#)

248.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Joanna.S's solution](#)

249.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Joanna.S's solution](#)

250.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Joanna.S's solution](#)

251.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Joanna.S's solution](#)

252.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Joanna.S's solution](#)

253.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Joanna.S's solution](#)

254.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Joanna.S's solution](#)

255.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[Joanna.S's solution](#)

256.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Joanna.S's solution](#)

257.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Joanna.S's solution](#)

258.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Joanna.S's solution](#)

259.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Joanna.S's solution](#)

260.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Joanna.S's solution](#)

261.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Joanna.S's solution](#)

262.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Joanna.S's solution](#)

263.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Joanna.S's solution](#)

264.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Joanna.S's solution](#)

265.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Joanna.S's solution](#)

266.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Joanna.S's solution](#)

267.

2163B

[Sigá ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joanna.S's solution](#)

268.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Joanna.S's solution](#)

269.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Joanna.S's solution](#)

270.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Joanna.S's solution](#)

271.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Joanna.S's solution](#)

272.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Joanna.S's solution](#)

273.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Joanna.S's solution](#)

274.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Joanna.S's solution](#)

275.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Joanna.S's solution](#)

276.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Joanna.S's solution](#)

277.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Joanna.S's solution](#)

278.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Joanna.S's solution](#)

279.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Joanna.S's solution](#)

280.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Joanna.S's solution](#)

281.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Joanna.S's solution](#)

282.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Joanna.S's solution](#)

283.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Joanna.S's solution](#)

284.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Joanna.S's solution](#)

285.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Joanna.S's solution](#)

286.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Joanna.S's solution](#)

287.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Joanna.S's solution](#)

288.

1700C

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

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Joanna.S's solution](#)

289.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Joanna.S's solution](#)

290.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Joanna.S's solution](#)

291.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Joanna.S's solution](#)

292.

1480C

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

Quality: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, ternary search

[Joanna.S's solution](#)

293.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Joanna.S's solution](#)

294.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Joanna.S's solution](#)

295.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Joanna.S's solution](#)

296.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Joanna.S's solution](#)

297.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry

[Joanna.S's solution](#)

298.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Joanna.S's solution](#)

299.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Joanna.S's solution](#)

300.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Joanna.S's solution](#)

301.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Joanna.S's solution](#)

302.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[Joanna.S's solution](#)

303.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1800 · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[Joanna.S's solution](#)

304.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Joanna.S's solution](#)

305.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Joanna.S's solution](#)

306.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Joanna.S's solution](#)

307.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Joanna.S's solution](#)

308.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Joanna.S's solution](#)

309.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Joanna.S's solution](#)

310.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Joanna.S's solution](#)

311.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Joanna.S's solution](#)

312.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Joanna.S's solution](#)

313.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Joanna.S's solution](#)

314.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Joanna.S's solution](#)

315.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Joanna.S's solution](#)

316.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Joanna.S's solution](#)

317.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Joanna.S's solution](#)

318.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Joanna.S's solution](#)

319.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Joanna.S's solution](#)

320.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Joanna.S's solution](#)

321.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Joanna.S's solution](#)

322.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Joanna.S's solution](#)

323.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Joanna.S's solution](#)

324.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Joanna.S's solution](#)

325.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Joanna.S's solution](#)

326.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Joanna.S's solution](#)

327.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Joanna.S's solution](#)

328.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Joanna.S's solution](#)

329.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Joanna.S's solution](#)

330.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Joanna.S's solution](#)

331.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Joanna.S's solution](#)

332.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Joanna.S's solution](#)

333.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Joanna.S's solution](#)

334.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Joanna.S's solution](#)

335.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Joanna.S's solution](#)

336.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[Joanna.S's solution](#)

337.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Joanna.S's solution](#)

338.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Joanna.S's solution](#)

339.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Joanna.S's solution](#)

340.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Joanna.S's solution](#)

341.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2021-03-27 · last AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Joanna.S's solution](#)

342.

1480D1

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

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Joanna.S's solution](#)

343.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Joanna.S's solution](#)

344.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Joanna.S's solution](#)

345.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Joanna.S's solution](#)

346.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2000 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Joanna.S's solution](#)

347.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Joanna.S's solution](#)

348.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,741 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Joanna.S's solution](#)

349.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Joanna.S's solution](#)

350.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Joanna.S's solution](#)

351.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Joanna.S's solution](#)

352.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Joanna.S's solution](#)

353.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Joanna.S's solution](#)

354.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Joanna.S's solution](#)

355.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Joanna.S's solution](#)

356.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Joanna.S's solution](#)

357.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Joanna.S's solution](#)

358.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Joanna.S's solution](#)

359.

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Joanna.S's solution](#)

360.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Joanna.S's solution](#)

361.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Joanna.S's solution](#)

362.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Joanna.S's solution](#)

363.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[Joanna.S's solution](#)

364.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
[Joanna.S's solution](#)

365.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[Joanna.S's solution](#)

366.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[Joanna.S's solution](#)

367.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math
[Joanna.S's solution](#)

368.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[Joanna.S's solution](#)

369.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[Joanna.S's solution](#)

370.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers
[Joanna.S's solution](#)

371.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Joanna.S's solution](#)

372.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Joanna.S's solution](#)

373.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Joanna.S's solution](#)

374.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Joanna.S's solution](#)

375.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Joanna.S's solution](#)

376.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Joanna.S's solution](#)

377.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Joanna.S's solution](#)

378.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Joanna.S's solution](#)

379.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Joanna.S's solution](#)

380.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Joanna.S's solution](#)

381.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Joanna.S's solution](#)

382.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Joanna.S's solution](#)

383.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[Joanna.S's solution](#)

384.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Joanna.S's solution](#)

385.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Joanna.S's solution](#)

386.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Joanna.S's solution](#)

387.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[Joanna.S's solution](#)

388.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Joanna.S's solution](#)

389.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Joanna.S's solution](#)

390.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Joanna.S's solution](#)

391.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Joanna.S's solution](#)

392.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Joanna.S's solution](#)

393.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Joanna.S's solution](#)

394.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Joanna.S's solution](#)

395.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Joanna.S's solution](#)

396.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

397.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

398.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

399.

105255A

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

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

400.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

401.

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

402.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

403.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

404.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

405.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

406.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

407.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

408.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

409.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

410.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

411.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

412.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

413.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

414.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

415.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

416.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

417.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

418.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

419.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

420.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

421.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

422.

105677D

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

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

423.

105677G

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

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

424.

105677H

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

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

425.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

426.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

427.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

428.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

429.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · PyPy 3-64 (first AC) · Tags: —

[Joanna.S's solution](#)

430.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

431.

106189E

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

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

432.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

433.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

434.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

435.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

436.

106189L

[Bitwise operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

437.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

438.

105633F

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

439.

105633I

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

440.

105633K

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

441.

105633C

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

442.

105633E

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

443.

105633B

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

444.

105633A

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

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

445.

104782B

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

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

446.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

447.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

448.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

449.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

450.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

451.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

452.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

453.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

454.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

455.

106063L

[Los Ratonés III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

456.

106063I

[Isaac and MOD Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

457.

106063H

[Heritage of Acatlán](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

458.

106063J

[Juan vs Frank](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

459.

106063F

[Fantastic Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

460.

106063G

[Gatuno's Descent into Psychopathy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

461.

106063B

[Bytelandia's stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

462.

106063K

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

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

463.

106063A

[Archmage's Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joanna.S's solution](#)

464.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

465.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

466.

105945H

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

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

467.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

468.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

469.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

470.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

471.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

472.

105869J

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

Rating: — · first AC: 2025-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

473.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

474.

105930E

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

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

475.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

476.

105930A

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

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

477.

105930H

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

478.

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

479.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

480.

105869G

[Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

481.

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

482.

105869I

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

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

483.

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

484.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

485.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

486.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

487.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

488.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

489.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

490.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

491.

105588M

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

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

492.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

493.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

494.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

495.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

496.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

497.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

498.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

499.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

500.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

501.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

502.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

503.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

504.

105535E

[Enter the Museum](#) · [Tutorial](#)

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505.

105535L

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506.

105535K

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507.

105535H

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508.

105562C

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509.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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510.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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511.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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512.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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513.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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514.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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515.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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516.

105562E

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

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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517.

105562A

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

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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518.

105112E

[Exponentiation](#) · [Tutorial](#)

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

[Joanna.S's solution](#)

519.

105112C

[Chair Dance](#) · [Tutorial](#)

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

[Joanna.S's solution](#)

520.

105112J

[Jogging Tour](#) · [Tutorial](#)

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

[Joanna.S's solution](#)

521.

105112H

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

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

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522.

105112F

[Fixing Fractions](#) · [Tutorial](#)

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

[Joanna.S's solution](#)

523.

105112A

[Arranging Adapters](#) · [Tutorial](#)

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

[Joanna.S's solution](#)

524.

105112K

[Klompdands](#) · [Tutorial](#)

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

[Joanna.S's solution](#)

525.

105112D

[Date Picker](#) · [Tutorial](#)

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

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526.

105112L

[Lateral Damage](#) · [Tutorial](#)

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

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527.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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528.

105394G

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

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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529.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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530.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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531.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joanna.S's solution](#)

532.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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533.

105394B

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

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joanna.S's solution](#)

534.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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535.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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536.

105388L

[All-You-Can-Eat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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537.

105388I

[Geometry Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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538.

105388J

[Non-Interactive Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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539.

105388A

[Coprime Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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540.

105388B

[Square Locator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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541.

105388K

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Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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542.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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543.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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544.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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545.

105431A

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Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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546.

105431D

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Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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547.

105431K

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548.

105431C

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549.

105214A

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550.

105214F

[Football in Osijek](#) · [Tutorial](#)

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551.

105214K

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552.

105214C

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553.

105214D

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554.

104023I

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555.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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556.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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557.

104023G

[Grade 2 · Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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558.

104023J

[Eat, Sleep, Repeat · Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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559.

104023E

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

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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560.

104023A

[Dunai · Tutorial](#)

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561.

104857G

[Streak Manipulation · Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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562.

104857J

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Rating: — · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

563.

104857E

[Matrix Distances · Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

564.

104857F

[Colorful Balloons · Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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565.

104013L

[Lost Permutation · Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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566.

104013E

[Easy Compare-and-Set · Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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567.

104013C

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Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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568.

104013F

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

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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569.

104013N

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Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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570.

104013D

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Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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571.

104013M

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Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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572.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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573.

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Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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574.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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575.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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576.

103069A

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

Rating: — · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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577.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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578.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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579.

105143B

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Rating: — · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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580.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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581.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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582.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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583.

105170C

[Fibonacci Sum](#) · [Tutorial](#)

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584.

105170F

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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585.

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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586.

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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587.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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588.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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589.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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590.

105170I

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

Rating: — · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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591.

105141I

[Open BSUIR](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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592.

105141B

[Reliable delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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593.

105141K

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594.

105141F

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595.

105141H

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Rating: — · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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596.

105141D

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597.

105053E

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Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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598.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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599.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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600.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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601.

104257K

[Kakalan's Karma](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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602.

104257I

[I'm in love with Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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603.

104257D

[Dom's Discovery](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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604.

104257G

[Go Go GPA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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605.

104257B

[Bicycle Burglar](#) · [Tutorial](#)

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606.

104257C

[Clubhouse Celebrity](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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607.

104257L

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Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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608.

104257H

[Hiro's Hero](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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609.

104257J

[Jiggle Joggle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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610.

104257E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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611.

104257A

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Rating: — · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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612.

104882J

[Just a map editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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613.

104882E

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Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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614.

104882G

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Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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615.

104882F

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616.

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617.

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619.

104882B

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620.

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621.

104882C

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622.

104882K

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Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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739.

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740.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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741.

102059I

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742.

102059H

[Fractions](#) · [Tutorial](#)

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743.

102059F

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744.

104017C

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

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745.

104017E

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Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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746.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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747.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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748.

104017F

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749.

104017A

[Organizing SWERC](#) · [Tutorial](#)

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750.

104015G

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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751.

104015K

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752.

104015F

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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753.

104015J

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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754.

104015H

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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755.

104015D

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756.

104015I

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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757.

104015E

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758.

104015C

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759.

104015B

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760.

104015A

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Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joanna.S's solution](#)

761.

104018D

[A050\\$8C D0C0=C O C00C4;CäAD\\$L!](#)

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

[Joanna.S's solution](#)

762.

104018G

[B 70ä60 00D0 ;Cä3C,,AD\\$8C=0](#)

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

[Joanna.S's solution](#)

763.

104018B

[Aä3D 00 ;CT=C,,5 C\\$5C=0](#)

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

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764.

104018H

[A4@Cä<Cä3C´0D =CäAD\\$L](#)

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

[Joanna.S's solution](#)

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104018A

[B 00ÄäC >D BC BC= >C](#)

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

[Joanna.S's solution](#)

766.

104018I

[42 C@C,C,,=D² ?CäACTBC,,BDÂ DÄ5D\\$=C <](#)

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

[Joanna.S's solution](#)

767.

104172E

[Goose, Goose, DUCK? · Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

768.

104172L

[Permutation Compression · Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

769.

104172A

[TreeScript · Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

770.

104172H

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

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

771.

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

772.

104196K

[Stable Table · Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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773.

104196L

[Statues · Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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774.

104196I

[Pinned Files · Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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775.

104196A

[1s For All · Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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104196B

[Abridged Reading · Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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104196G

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Rating: — · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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104149J

[Joint Jinx](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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[Basic Brewing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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104149C

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Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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784.

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[Enchanted Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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785.

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[Longbottom Leap](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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786.

104149F

[Forming Friendships](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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787.

104149G

[Going for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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788.

104149K

[Kettle Kitten](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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789.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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790.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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791.

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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792.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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793.

104120L

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Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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104120B

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Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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795.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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104120C

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Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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104120K

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Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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799.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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800.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joanna.S's solution](#)

801.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joanna.S's solution](#)

802.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joanna.S's solution](#)

803.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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804.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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805.

104252I

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

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joanna.S's solution](#)

806.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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807.

104076D

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

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

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808.

104076A

[Tower](#) · [Tutorial](#)

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

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809.

104076E

[Identical Parity](#) · [Tutorial](#)

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

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810.

104076M

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

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

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811.

104076K

[Stack Sort](#) · [Tutorial](#)

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

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812.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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813.

104197I

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Rating: — · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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814.

104197K

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Rating: — · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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815.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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816.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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817.

104118I

[Item Crafting](#) · [Tutorial](#)

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

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818.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

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

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819.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

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

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820.

104118C

[Conform Conforme](#) · [Tutorial](#)

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

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821.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

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

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822.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

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

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823.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

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

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824.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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825.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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826.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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827.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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828.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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829.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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830.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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831.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joanna.S's solution](#)

832.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

833.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

834.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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835.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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836.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

837.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

838.

104059A

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

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

839.

104059C

[Chaotic Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

840.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

841.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

842.

104012B

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

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

843.

104012E

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

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

844.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

845.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

846.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

847.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

848.

103443F

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

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

849.

103443J

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

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

[Joanna.S's solution](#)

850.

103443B

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

Rating: — · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

851.

103443M

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

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

[Joanna.S's solution](#)

852.

103443A

[Ice Cream](#) · [Tutorial](#)

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

[Joanna.S's solution](#)

853.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

854.

103470C

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

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

855.

103470M

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

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joanna.S's solution](#)

856.

103470A

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

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