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Unique solved — Joyemang

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

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Filters: none

Count: 781

1.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#)

[Joyemang's solution](#)

2.

1799A

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[Joyemang's solution](#)

3.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#)

[Joyemang's solution](#)

4.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#)

[Joyemang's solution](#)

5.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#), [strings](#)

[Joyemang's solution](#)

6.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: [games](#), [greedy](#), [math](#)

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7.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)

[Joyemang's solution](#)

8.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#), [math](#)

[Joyemang's solution](#)

9.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)

[Joyemang's solution](#)

10.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Joyemang's solution](#)

11.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Joyemang's solution](#)

12.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Joyemang's solution](#)

13.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Joyemang's solution](#)

14.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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15.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Joyemang's solution](#)

16.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Joyemang's solution](#)

17.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

18.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

19.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Joyemang's solution](#)

20.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Joyemang's solution](#)

21.

1785A

[Monsters \(easy version\) · Tutorial](#)

Quality: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Joyemang's solution](#)

22.

804A

[Find Amir · Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Joyemang's solution](#)

23.

862A

[Mahmoud and Ehab and the MEX · Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Joyemang's solution](#)

24.

465B

[Inbox \(100500\) · Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

25.

699A

[Launch of Collider · Tutorial](#)

Quality: 18,843 global accepts · Rating: 1000 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

26.

920A

[Water The Garden · Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

27.

1375A

[Sign Flipping · Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Joyemang's solution](#)

28.

767A

[Snacktower · Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Joyemang's solution](#)

29.

835B

[The number on the board · Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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30.

985A

[Chess Placing · Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

31.

525A

[Vitaliy and Pie · Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Joyemang's solution](#)

32.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: brute force, graphs, implementation

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33.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Joyemang's solution](#)

34.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-09-05 · last AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Joyemang's solution](#)

35.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Joyemang's solution](#)

36.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Joyemang's solution](#)

37.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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38.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Joyemang's solution](#)

39.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

40.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

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41.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Joyemang's solution](#)

42.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

43.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,063 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: games, greedy, implementation

[Joyemang's solution](#)

44.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Joyemang's solution](#)

45.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Joyemang's solution](#)

46.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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47.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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48.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,650 global accepts · Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Joyemang's solution](#)

49.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joyemang's solution](#)

50.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Joyemang's solution](#)

51.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Joyemang's solution](#)

52.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, shortest paths, sortings

[Joyemang's solution](#)

53.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[Joyemang's solution](#)

54.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Joyemang's solution](#)

55.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Joyemang's solution](#)

56.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Joyemang's solution](#)

57.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Joyemang's solution](#)

58.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Joyemang's solution](#)

59.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Joyemang's solution](#)

60.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Joyemang's solution](#)

61.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Joyemang's solution](#)

62.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Joyemang's solution](#)

63.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

64.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: dp, greedy

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65.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[Joyemang's solution](#)

66.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

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[Joyemang's solution](#)

67.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings

[Joyemang's solution](#)

68.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Joyemang's solution](#)

69.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Joyemang's solution](#)

70.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Joyemang's solution](#)

71.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Joyemang's solution](#)

72.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Joyemang's solution](#)

73.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Joyemang's solution](#)

74.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Joyemang's solution](#)

75.

1368B

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

Quality: 21,429 global accepts · Rating: 1500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Joyemang's solution](#)

76.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Joyemang's solution](#)

77.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Joyemang's solution](#)

78.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Joyemang's solution](#)

79.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Joyemang's solution](#)

80.

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Joyemang's solution](#)

81.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Joyemang's solution](#)

82.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Joyemang's solution](#)

- 83.**
873B
[Balanced Substring](#) · [Tutorial](#)
Quality: 9,110 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[Joyemang's solution](#)
- 84.**
985C
[Liebig's Barrels](#) · [Tutorial](#)
Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Joyemang's solution](#)
- 85.**
940C
[Phone Numbers](#) · [Tutorial](#)
Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings
[Joyemang's solution](#)
- 86.**
687A
[NP-Hard Problem](#) · [Tutorial](#)
Quality: 16,483 global accepts · Rating: 1500 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[Joyemang's solution](#)
- 87.**
1778C
[Flexible String](#) · [Tutorial](#)
Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[Joyemang's solution](#)
- 88.**
1528A
[Parsa's Humongous Tree](#) · [Tutorial](#)
Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[Joyemang's solution](#)
- 89.**
986A
[Fair](#) · [Tutorial](#)
Quality: 8,332 global accepts · Rating: 1600 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[Joyemang's solution](#)
- 90.**
1109A
[Sasha and a Bit of Relax](#) · [Tutorial](#)
Quality: 9,037 global accepts · Rating: 1600 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Joyemang's solution](#)
- 91.**
949A
[Zebras](#) · [Tutorial](#)
Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · last AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Joyemang's solution](#)
- 92.**
906A
[Shockers](#) · [Tutorial](#)
Quality: 4,420 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: implementation, strings
[Joyemang's solution](#)
- 93.**
860B
[Polycarp's phone book](#) · [Tutorial](#)
Rating: 1600 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[Joyemang's solution](#)

94.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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95.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Joyemang's solution](#)

96.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Joyemang's solution](#)

97.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Joyemang's solution](#)

98.

603A

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

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Joyemang's solution](#)

99.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Joyemang's solution](#)

100.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

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101.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Joyemang's solution](#)

102.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Joyemang's solution](#)

103.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Joyemang's solution](#)

104.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Joyemang's solution](#)

105.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Joyemang's solution](#)

106.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Joyemang's solution](#)

107.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Joyemang's solution](#)

108.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Joyemang's solution](#)

109.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Joyemang's solution](#)

110.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Joyemang's solution](#)

111.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Joyemang's solution](#)

112.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[Joyemang's solution](#)

113.

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-02 · last AC: 2018-03-02 · GNU C++ (first AC) · Tags: math, number theory

[Joyemang's solution](#)

114.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: binary search, implementation

[Joyemang's solution](#)

115.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Joyemang's solution](#)

116.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2018-01-18 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[Joyemang's solution](#)

117.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Joyemang's solution](#)

118.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Joyemang's solution](#)

119.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joyemang's solution](#)

120.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Joyemang's solution](#)

121.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Joyemang's solution](#)

122.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · last AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Joyemang's solution](#)

123.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · last AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Joyemang's solution](#)

124.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Joyemang's solution](#)

125.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Joyemang's solution](#)

126.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Joyemang's solution](#)

127.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Joyemang's solution](#)

128.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Joyemang's solution](#)

129.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Joyemang's solution](#)

130.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Joyemang's solution](#)

131.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Joyemang's solution](#)

132.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Joyemang's solution](#)

133.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

134.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Joyemang's solution](#)

135.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Joyemang's solution](#)

136.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Joyemang's solution](#)

137.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Joyemang's solution](#)

138.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Joyemang's solution](#)

139.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Joyemang's solution](#)

140.

465C

[No to Palindromes!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Joyemang's solution](#)

141.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Joyemang's solution](#)

142.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Joyemang's solution](#)

143.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Joyemang's solution](#)

144.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Joyemang's solution](#)

145.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 1700 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Joyemang's solution](#)

146.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-10-07 · last AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Joyemang's solution](#)

147.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry

[Joyemang's solution](#)

148.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Joyemang's solution](#)

149.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Joyemang's solution](#)

150.

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Joyemang's solution](#)

151.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2019-09-08 · last AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Joyemang's solution](#)

152.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Joyemang's solution](#)

153.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Joyemang's solution](#)

154.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-15 · last AC: 2020-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Joyemang's solution](#)

155.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[Joyemang's solution](#)

156.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Joyemang's solution](#)

157.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Joyemang's solution](#)

158.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Joyemang's solution](#)

159.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[Joyemang's solution](#)

160.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Joyemang's solution](#)

161.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Joyemang's solution](#)

162.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Joyemang's solution](#)

163.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Joyemang's solution](#)

164.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Joyemang's solution](#)

165.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Joyemang's solution](#)

166.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Joyemang's solution](#)

167.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Joyemang's solution](#)

168.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Joyemang's solution](#)

169.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Joyemang's solution](#)

170.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[Joyemang's solution](#)

171.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Joyemang's solution](#)

172.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-01-16 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[Joyemang's solution](#)

173.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Joyemang's solution](#)

174.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Joyemang's solution](#)

175.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Joyemang's solution](#)

176.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Joyemang's solution](#)

177.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Joyemang's solution](#)

178.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Joyemang's solution](#)

179.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Joyemang's solution](#)

180.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Joyemang's solution](#)

181.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Joyemang's solution](#)

182.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · last AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Joyemang's solution](#)

183.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Joyemang's solution](#)

184.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[Joyemang's solution](#)

185.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Joyemang's solution](#)

186.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Joyemang's solution](#)

187.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Joyemang's solution](#)

188.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, sortings

[Joyemang's solution](#)

189.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, matrices

[Joyemang's solution](#)

190.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[Joyemang's solution](#)

191.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Joyemang's solution](#)

192.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Joyemang's solution](#)

193.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Joyemang's solution](#)

194.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Joyemang's solution](#)

195.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Joyemang's solution](#)

196.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Joyemang's solution](#)

197.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Joyemang's solution](#)

198.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Joyemang's solution](#)

199.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Joyemang's solution](#)

200.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[Joyemang's solution](#)

201.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: data structures, number theory

[Joyemang's solution](#)

202.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2018-01-17 · GNU C++11 (first AC) · Tags: dp

[Joyemang's solution](#)

203.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Joyemang's solution](#)

204.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Joyemang's solution](#)

205.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Joyemang's solution](#)

206.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-09-08 · last AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Joyemang's solution](#)

207.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[Joyemang's solution](#)

208.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[Joyemang's solution](#)

209.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Joyemang's solution](#)

210.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[Joyemang's solution](#)

211.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: ternary search
[Joyemang's solution](#)

212.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[Joyemang's solution](#)

213.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive
[Joyemang's solution](#)

214.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Joyemang's solution](#)

215.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[Joyemang's solution](#)

216.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[Joyemang's solution](#)

217.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Joyemang's solution](#)

218.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++ (first AC) · Tags: data structures, dp, greedy, math

[Joyemang's solution](#)

219.

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: math

[Joyemang's solution](#)

220.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Joyemang's solution](#)

221.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Joyemang's solution](#)

222.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Joyemang's solution](#)

223.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

224.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Joyemang's solution](#)

225.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Joyemang's solution](#)

226.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Joyemang's solution](#)

227.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Joyemang's solution](#)

228.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Joyemang's solution](#)

229.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Joyemang's solution](#)

230.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Joyemang's solution](#)

231.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Joyemang's solution](#)

232.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Joyemang's solution](#)

233.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Joyemang's solution](#)

234.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Joyemang's solution](#)

235.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Joyemang's solution](#)

236.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Joyemang's solution](#)

237.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Joyemang's solution](#)

238.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Joyemang's solution](#)

239.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Joyemang's solution](#)

240.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Joyemang's solution](#)

241.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Joyemang's solution](#)

242.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[Joyemang's solution](#)

243.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2018-07-05 · last AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Joyemang's solution](#)

244.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Joyemang's solution](#)

245.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Joyemang's solution](#)

246.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Joyemang's solution](#)

247.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Joyemang's solution](#)

248.

851D

[Arpa and a list of numbers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Joyemang's solution](#)

249.

465E

[Substitutes in Number](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Joyemang's solution](#)

250.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Joyemang's solution](#)

251.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Joyemang's solution](#)

252.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Joyemang's solution](#)

253.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2018-01-18 · last AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dp

[Joyemang's solution](#)

254.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Joyemang's solution](#)

255.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[Joyemang's solution](#)

256.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Joyemang's solution](#)

257.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu,

greedy, implementation, math, number theory

[Joyemang's solution](#)

258.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Quality: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Joyemang's solution](#)

259.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Joyemang's solution](#)

260.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-09-05 · last AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Joyemang's solution](#)

261.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Joyemang's solution](#)

262.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Joyemang's solution](#)

263.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Joyemang's solution](#)

264.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Joyemang's solution](#)

265.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[Joyemang's solution](#)

266.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Joyemang's solution](#)

267.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Joyemang's solution](#)

268.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Joyemang's solution](#)

269.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joyemang's solution](#)

270.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Joyemang's solution](#)

271.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Joyemang's solution](#)

272.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Joyemang's solution](#)

273.

1179C

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

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Joyemang's solution](#)

274.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[Joyemang's solution](#)

275.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Joyemang's solution](#)

276.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Joyemang's solution](#)

277.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Joyemang's solution](#)

278.

851E

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

Rating: 2200 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[Joyemang's solution](#)

279.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Joyemang's solution](#)

280.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Joyemang's solution](#)

281.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[Joyemang's solution](#)

282.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Joyemang's solution](#)

283.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Joyemang's solution](#)

284.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Joyemang's solution](#)

285.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Joyemang's solution](#)

286.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Joyemang's solution](#)

287.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Joyemang's solution](#)

288.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Joyemang's solution](#)

289.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Joyemang's solution](#)

290.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Joyemang's solution](#)

291.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: games

[Joyemang's solution](#)

292.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Joyemang's solution](#)

293.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Joyemang's solution](#)

294.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[Joyemang's solution](#)

295.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Joyemang's solution](#)

296.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Joyemang's solution](#)

297.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Joyemang's solution](#)

298.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Joyemang's solution](#)

299.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[Joyemang's solution](#)

300.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Joyemang's solution](#)

301.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[Joyemang's solution](#)

302.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-30 · last AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math
[Joyemang's solution](#)

303.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[Joyemang's solution](#)

304.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[Joyemang's solution](#)

305.

155E

[Double Profiles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-03-02 · GNU C++ (first AC) · Tags: hashing, sortings
[Joyemang's solution](#)

306.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[Joyemang's solution](#)

307.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[Joyemang's solution](#)

308.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[Joyemang's solution](#)

309.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[Joyemang's solution](#)

310.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Joyemang's solution](#)

311.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Joyemang's solution](#)

312.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-21 · last AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Joyemang's solution](#)

313.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2019-09-08 · last AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Joyemang's solution](#)

314.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Joyemang's solution](#)

315.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Joyemang's solution](#)

316.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[Joyemang's solution](#)

317.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Joyemang's solution](#)

318.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-08-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Joyemang's solution](#)

319.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Joyemang's solution](#)

320.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Joyemang's solution](#)

321.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Joyemang's solution](#)

322.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Joyemang's solution](#)

323.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Joyemang's solution](#)

324.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Joyemang's solution](#)

325.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[Joyemang's solution](#)

326.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Joyemang's solution](#)

327.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Joyemang's solution](#)

328.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Joyemang's solution](#)

329.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Joyemang's solution](#)

330.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-23 · last AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Joyemang's solution](#)

331.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Joyemang's solution](#)

332.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Joyemang's solution](#)

333.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Joyemang's solution](#)

334.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[Joyemang's solution](#)

335.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Joyemang's solution](#)

336.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Joyemang's solution](#)

337.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Joyemang's solution](#)

338.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · last AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Joyemang's solution](#)

339.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-07 · last AC: 2020-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Joyemang's solution](#)

340.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Joyemang's solution](#)

341.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Joyemang's solution](#)

342.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Joyemang's solution](#)

343.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Joyemang's solution](#)

344.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Joyemang's solution](#)

345.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[Joyemang's solution](#)

346.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Joyemang's solution](#)

347.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Joyemang's solution](#)

348.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[Joyemang's solution](#)

349.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Joyemang's solution](#)

350.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Joyemang's solution](#)

351.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Joyemang's solution](#)

352.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Joyemang's solution](#)

353.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Joyemang's solution](#)

354.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Joyemang's solution](#)

355.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Joyemang's solution](#)

356.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Joyemang's solution](#)

357.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Joyemang's solution](#)

358.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[Joyemang's solution](#)

359.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Joyemang's solution](#)

360.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[Joyemang's solution](#)

361.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Joyemang's solution](#)

362.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-05-12 · last AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[Joyemang's solution](#)

363.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Joyemang's solution](#)

364.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Joyemang's solution](#)

365.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Joyemang's solution](#)

366.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Joyemang's solution](#)

367.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[Joyemang's solution](#)

368.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[Joyemang's solution](#)

369.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[Joyemang's solution](#)

370.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Joyemang's solution](#)

371.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[Joyemang's solution](#)

372.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Joyemang's solution](#)

373.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Joyemang's solution](#)

374.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Joyemang's solution](#)

375.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2020-08-04 · last AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Joyemang's solution](#)

376.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Joyemang's solution](#)

377.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[Joyemang's solution](#)

378.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2019-09-03 · last AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Joyemang's solution](#)

379.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Joyemang's solution](#)

380.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Joyemang's solution](#)

381.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Joyemang's solution](#)

382.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-10-23 · last AC: 2018-10-23 · GNU C++11 (first AC) · Tags: data structures

[Joyemang's solution](#)

383.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Joyemang's solution](#)

384.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Joyemang's solution](#)

385.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Joyemang's solution](#)

386.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[Joyemang's solution](#)

387.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Joyemang's solution](#)

388.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Joyemang's solution](#)

389.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Joyemang's solution](#)

390.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[Joyemang's solution](#)

391.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Joyemang's solution](#)

392.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Joyemang's solution](#)

393.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees

[Joyemang's solution](#)

394.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Joyemang's solution](#)

395.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2018-01-17 · GNU C++ (first AC) · Tags: data structures, flows, graphs, implementation

[Joyemang's solution](#)

396.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[Joyemang's solution](#)

397.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Joyemang's solution](#)

398.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs

[Joyemang's solution](#)

399.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Joyemang's solution](#)

400.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Joyemang's solution](#)

401.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Joyemang's solution](#)

402.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Joyemang's solution](#)

403.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Joyemang's solution](#)

404.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Joyemang's solution](#)

405.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Joyemang's solution](#)

406.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: data structures, strings

[Joyemang's solution](#)

407.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Joyemang's solution](#)

408.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Joyemang's solution](#)

409.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-03-27 · last AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Joyemang's solution](#)

410.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Joyemang's solution](#)

411.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[Joyemang's solution](#)

412.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Joyemang's solution](#)

413.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[Joyemang's solution](#)

414.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[Joyemang's solution](#)

415.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Joyemang's solution](#)

416.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, trees

[Joyemang's solution](#)

417.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Joyemang's solution](#)

418.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Joyemang's solution](#)

419.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Joyemang's solution](#)

420.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Joyemang's solution](#)

421.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Joyemang's solution](#)

422.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees

[Joyemang's solution](#)

423.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Joyemang's solution](#)

424.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Joyemang's solution](#)

425.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Joyemang's solution](#)

426.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Joyemang's solution](#)

427.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Joyemang's solution](#)

428.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2019-04-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Joyemang's solution](#)

429.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Joyemang's solution](#)

430.

105537H

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

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

431.

105537C

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

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

432.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

433.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

434.

105537L

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

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

435.

105537I

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

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

436.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

437.

105537J

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

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

438.

105537A

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

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

439.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · last AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

440.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

441.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

442.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

443.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

444.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

445.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

446.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

447.

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

448.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

449.

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

450.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: —

[Joyemang's solution](#)

451.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

452.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

453.

105222C

[Black-White Cubic Lattice](#) · [Tutorial](#)

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

[Joyemang's solution](#)

454.

105222J

[Roman Numerals](#) · [Tutorial](#)

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

[Joyemang's solution](#)

455.

105222A

[Reverse Pairs Coloring](#) · [Tutorial](#)

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

[Joyemang's solution](#)

456.

105222B

[Link Summon](#) · [Tutorial](#)

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

[Joyemang's solution](#)

457.

105222K

[Element Reaction](#) · [Tutorial](#)

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

[Joyemang's solution](#)

458.

105222G

[Function Query](#) · [Tutorial](#)

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

[Joyemang's solution](#)

459.

105222F

[Isoball: 2D Version](#) · [Tutorial](#)

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

[Joyemang's solution](#)

460.

105222E

[L-Covering Checker](#) · [Tutorial](#)

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

[Joyemang's solution](#)

461.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · PyPy 3-64 (first AC) · Tags: —

[Joyemang's solution](#)

462.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

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

[Joyemang's solution](#)

463.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

464.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

465.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

466.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

467.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

468.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

469.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

470.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Joyemang's solution](#)

471.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[Joyemang's solution](#)

472.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

473.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

474.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

475.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

476.

102823G

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

477.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

478.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

479.

104901B

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

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

480.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

481.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

482.

104901E

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

Rating: — · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

483.

104901G

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

Rating: — · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

484.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

485.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

486.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

487.

104288F

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

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

488.

104288A

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

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

489.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

490.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

491.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

492.

104288H

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

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

493.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

494.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

495.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

496.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

497.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

498.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Joyemang's solution](#)

499.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Joyemang's solution](#)

500.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Joyemang's solution](#)

501.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

502.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

503.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Joyemang's solution](#)

504.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

505.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

506.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

507.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

508.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

509.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

510.

102460L

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

Rating: — · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

511.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

512.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

513.

102460E

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

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

514.

102460J

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

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

515.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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516.

102460K

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

Rating: — · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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517.

102460C

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

Rating: — · first AC: 2023-08-26 · Python 3 (first AC) · Tags: —

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518.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · Python 3 (first AC) · Tags: —

[Joyemang's solution](#)

519.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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520.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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521.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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522.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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523.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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524.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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525.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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526.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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527.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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528.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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529.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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530.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Joyemang's solution](#)

531.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

532.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

533.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · PyPy 3 (first AC) · Tags: —

[Joyemang's solution](#)

534.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

535.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

536.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

537.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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538.

102056E

[Immortal ... Universe](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

539.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

540.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

541.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

542.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

543.

102056D

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

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

544.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

545.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

546.

104076D

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

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

547.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

548.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

549.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

550.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

551.

104076M

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

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Joyemang's solution](#)

552.

104160E

[Graph Completing](#) · [Tutorial](#)

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

[Joyemang's solution](#)

553.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

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

[Joyemang's solution](#)

554.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

555.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

556.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

557.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-11 · Python 3 (first AC) · Tags: —

[Joyemang's solution](#)

558.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

559.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

560.

104022C

[Lucky Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

561.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

562.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

563.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

564.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

565.

104022J

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

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

566.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

567.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

568.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

569.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

570.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

571.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

572.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

573.

104023J

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

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

574.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

575.

104023E

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

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

576.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

577.

101955B

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

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

578.

101955F

[Counting Sheep in Ami Dongsuo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

579.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

580.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

581.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

582.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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583.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

584.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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585.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

586.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

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[Joyemang's solution](#)

587.

103941I

[Oshwiciwq v. Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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588.

103941H

[eEut4a](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

589.

103941C

[Serval v. Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

590.

103941B

[Hash · Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

591.

103941J

[Mex Tree · Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

592.

103941K

[YTQyep](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

593.

103941F

[-AIONKTC](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

594.

103941G

[Mocha N Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

595.

103941E

[Serval v. Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

596.

103941A

[Mocha N Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

597.

103466E

[Observation · Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

598.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

599.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

600.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

601.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Joyemang's solution](#)

602.

103466H

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

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

603.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

604.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

605.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

606.

103855I

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

607.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

608.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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609.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

610.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

611.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

612.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

613.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

614.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

615.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

616.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

617.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

618.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

619.

102835I

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

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

620.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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621.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

622.

102835H

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

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

623.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

624.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

625.

102835A

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

Rating: — · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

626.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

627.

102028K

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

Rating: — · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

628.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

629.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

630.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

631.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

632.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

633.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

634.

103447B

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

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

635.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

636.

103118K

[Piggy Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · last AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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637.

103118L

[Construction of 5G Base Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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638.

103118I

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Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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639.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

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640.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

641.

103118F

[Birthday Cake](#) · [Tutorial](#)

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[Joyemang's solution](#)

642.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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643.

103118M

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Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

644.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

645.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

646.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

647.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

648.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

649.

103443G

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

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

650.

103443J

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

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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651.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

652.

103443F

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

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

653.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

654.

103443B

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

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

655.

103443D

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

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

656.

103443M

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

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

657.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

658.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

659.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

660.

103446J

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

661.

103446M

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

662.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

663.

103446B

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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664.

103446I

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

665.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

666.

103446D

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

667.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

668.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

669.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

670.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

671.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

672.

102361F

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Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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673.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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674.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

675.

103119H

[Fly Me To The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

676.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

677.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

678.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

679.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

680.

103119F

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Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

681.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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682.

103119A

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Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

683.

103119L

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

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Joyemang's solution](#)

684.

102431B

[Infimum of Paths](#) · [Tutorial](#)

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

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685.

102431E

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686.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

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687.

102431L

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688.

102431K

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689.

102431A

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690.

102394L

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691.

102394C

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692.

102394A

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

[Joyemang's solution](#)

693.

102394B

[Binary Numbers](#) · [Tutorial](#)

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

[Joyemang's solution](#)

694.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

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

[Joyemang's solution](#)

695.

102394I

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

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

[Joyemang's solution](#)

696.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

697.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —
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698.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

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[Joyemang's solution](#)

699.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

700.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

701.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

702.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

703.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

704.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

705.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

706.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

707.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

708.

103049C

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[Joyemang's solution](#)

709.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

710.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

711.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

712.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

713.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

714.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

715.

102452E

[Erasing Numbers](#) · [Tutorial](#)

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

716.

102452C

[Constructing Ranches](#) · [Tutorial](#)

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

717.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

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

718.

102452G

[Game Design](#) · [Tutorial](#)

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

[Joyemang's solution](#)

719.

102452J

[Junior Mathematician](#) · [Tutorial](#)

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

[Joyemang's solution](#)

720.

102452B

[Binary Tree](#) · [Tutorial](#)

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

[Joyemang's solution](#)

721.

102452D

[Defining Labels](#) · [Tutorial](#)

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

[Joyemang's solution](#)

722.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

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

[Joyemang's solution](#)

723.

102900I

[Sky Garden](#) · [Tutorial](#)

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

[Joyemang's solution](#)

724.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

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

[Joyemang's solution](#)

725.

102900H

[Rice Arrangement](#) · [Tutorial](#)

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

[Joyemang's solution](#)

726.

102900D

[Walker](#) · [Tutorial](#)

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

[Joyemang's solution](#)

727.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

728.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

729.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

730.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

731.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

732.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

733.

102832D

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

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

734.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

735.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[Joyemang's solution](#)

736.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

737.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

738.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

739.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

740.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

741.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

742.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

743.

103202K

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

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

744.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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745.

103202H

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

Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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746.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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747.

103202M

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

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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748.

103202F

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

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749.

103202D

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

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[Joyemang's solution](#)

750.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[Joyemang's solution](#)

751.

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Joyemang's solution](#)

752.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: —

[Joyemang's solution](#)

753.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Joyemang's solution](#)

754.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: —

[Joyemang's solution](#)

755.

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