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Unique solved — Karuna

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

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Count: 1,283

1.

1284A

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2.

2152A

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3.

2096A

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4.

2061A

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5.

2057A

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6.

2048A

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7.

2034A

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8.

2038J

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9.

2038N

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10.

2029A

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11.

2035A

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12.

2003B

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13.

2003A

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14.

1993A

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15.

2002A

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16.

1991A

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18.

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19.

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20.

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21.

1919B

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22.

1919A

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23.

1916A

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24.

1912L

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25.

1896A

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26.

1517A

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27.

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28.

1765B

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29.

1740B

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30.

1740A

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31.

1696A

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1556A

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33.

1552A

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34.

1553A

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35.

1530B

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36.

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37.

1534A

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38.

1525A

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39.

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40.

1511A

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41.

1408A

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42.

1270A

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43.

1257A

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44.

1250F

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45.

1236A

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46.

1209A

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47.

1207A

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48.

1178A

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49.

1194A

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50.

1189A

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51.

1186A

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52.

1167A

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53.

1162A

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54.

1150A

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55.

1152A

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56.

1143A

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57.

1139A

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58.

1091A

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59.

1088A

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60.

1065A

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61.

2048B

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2035B

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63.

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1089L

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65.

1990A

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66.

1988B

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67.

1988A

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68.

1896B

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69.

1696B

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70.

1525B

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71.

1326B

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72.

1295A

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73.

1282A

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74.

1238A

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75.

1208A

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76.

1204B

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77.

1197A

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78.

1175A

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79.

1163A

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80.

1150B

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81.

1132B

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82.

1008A

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83.

2057B

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84.

2034B

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85.

2002B

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86.

1987B

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Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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87.

1916B

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88.

1906A

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89.

1765E

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90.

1765M

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91.

1252A

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92.

1515B

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93.

1326A

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94.

1266B

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95.

1266A

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96.

1257B

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97.

1251A

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98.

1237A

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99.

1221A

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100.

1215A

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101.

1204A

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102.

1197B

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103.

1174A

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104.

1155A

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[Karuna's solution](#)

105.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Karuna's solution](#)

106.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Karuna's solution](#)

107.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Karuna's solution](#)

108.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,706 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Karuna's solution](#)

109.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,737 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Karuna's solution](#)

110.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Karuna's solution](#)

111.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Karuna's solution](#)

112.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · MS C++ (first AC) · Tags: greedy, sortings

[Karuna's solution](#)

113.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Karuna's solution](#)

114.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Karuna's solution](#)

115.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Karuna's solution](#)

116.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Karuna's solution](#)

117.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Karuna's solution](#)

118.

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[Karuna's solution](#)

119.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Karuna's solution](#)

120.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Karuna's solution](#)

121.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Karuna's solution](#)

122.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Karuna's solution](#)

123.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[Karuna's solution](#)

124.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Karuna's solution](#)

125.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Karuna's solution](#)

126.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Karuna's solution](#)

127.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Karuna's solution](#)

128.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Karuna's solution](#)

129.

1132A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Karuna's solution](#)

130.

1121A

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

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Karuna's solution](#)

131.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Karuna's solution](#)

132.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1200 · first AC: 2026-02-28 · last AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Karuna's solution](#)

133.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Karuna's solution](#)

134.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Karuna's solution](#)

135.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,867 global accepts · Rating: 1200 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Karuna's solution](#)

136.

2003C

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

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Karuna's solution](#)

137.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Karuna's solution](#)

138.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Karuna's solution](#)

139.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Karuna's solution](#)

140.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Karuna's solution](#)

141.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Karuna's solution](#)

142.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Karuna's solution](#)

143.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Karuna's solution](#)

144.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Karuna's solution](#)

145.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Karuna's solution](#)

146.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Karuna's solution](#)

147.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Karuna's solution](#)

148.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Karuna's solution](#)

149.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Karuna's solution](#)

150.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Karuna's solution](#)

151.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Karuna's solution](#)

152.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Karuna's solution](#)

153.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Karuna's solution](#)

154.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Karuna's solution](#)

155.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Karuna's solution](#)

156.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,129 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[Karuna's solution](#)

157.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Karuna's solution](#)

158.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Karuna's solution](#)

159.

1091B

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

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

[Karuna's solution](#)

160.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Karuna's solution](#)

161.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Karuna's solution](#)

162.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 1300 · first AC: 2026-03-08 · last AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[Karuna's solution](#)

163.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[Karuna's solution](#)

164.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Karuna's solution](#)

165.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Karuna's solution](#)

166.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Karuna's solution](#)

167.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Karuna's solution](#)

168.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Karuna's solution](#)

169.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Karuna's solution](#)

170.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Karuna's solution](#)

171.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Karuna's solution](#)

172.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Karuna's solution](#)

173.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Karuna's solution](#)

174.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Karuna's solution](#)

175.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[Karuna's solution](#)

176.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Karuna's solution](#)

177.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Karuna's solution](#)

178.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Karuna's solution](#)

179.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Karuna's solution](#)

180.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Karuna's solution](#)

181.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Karuna's solution](#)

182.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Karuna's solution](#)

183.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Karuna's solution](#)

184.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Karuna's solution](#)

185.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,785 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Karuna's solution](#)

186.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Karuna's solution](#)

187.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Karuna's solution](#)

188.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Karuna's solution](#)

189.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Karuna's solution](#)

190.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · MS C++ (first AC) · Tags: combinatorics, math

[Karuna's solution](#)

191.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Karuna's solution](#)

192.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,682 global accepts · Rating: 1400 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Karuna's solution](#)

193.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Karuna's solution](#)

194.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Karuna's solution](#)

195.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,218 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Karuna's solution](#)

196.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Karuna's solution](#)

197.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Karuna's solution](#)

198.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Karuna's solution](#)

199.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Karuna's solution](#)

200.

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Karuna's solution](#)

201.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Karuna's solution](#)

202.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Karuna's solution](#)

203.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Karuna's solution](#)

204.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,587 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Karuna's solution](#)

205.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Karuna's solution](#)

206.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Karuna's solution](#)

207.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Karuna's solution](#)

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1740C

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1292A

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1239A

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1152C

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2002D1

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1208D

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396.

1197D

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1175D

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2096D

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404.

2061E

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407.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Karuna's solution](#)

408.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Karuna's solution](#)

409.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Karuna's solution](#)

410.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Karuna's solution](#)

411.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Karuna's solution](#)

412.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Karuna's solution](#)

413.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Karuna's solution](#)

414.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Karuna's solution](#)

415.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Karuna's solution](#)

416.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Karuna's solution](#)

417.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[Karuna's solution](#)

418.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[Karuna's solution](#)

419.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[Karuna's solution](#)

420.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · last AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[Karuna's solution](#)

421.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[Karuna's solution](#)

422.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[Karuna's solution](#)

423.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, sortings
[Karuna's solution](#)

424.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[Karuna's solution](#)

425.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

greedy, two pointers

[Karuna's solution](#)

426.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Karuna's solution](#)

427.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[Karuna's solution](#)

428.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Karuna's solution](#)

429.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Karuna's solution](#)

430.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Karuna's solution](#)

431.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Karuna's solution](#)

432.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Karuna's solution](#)

433.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Karuna's solution](#)

434.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Karuna's solution](#)

435.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

436.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Karuna's solution](#)

437.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Karuna's solution](#)

438.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Karuna's solution](#)

439.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Karuna's solution](#)

440.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Karuna's solution](#)

441.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Karuna's solution](#)

442.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Karuna's solution](#)

443.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Karuna's solution](#)

444.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Karuna's solution](#)

445.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Karuna's solution](#)

446.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Karuna's solution](#)

447.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Karuna's solution](#)

448.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[Karuna's solution](#)

449.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Karuna's solution](#)

450.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Karuna's solution](#)

451.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Karuna's solution](#)

452.

1152D

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

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Karuna's solution](#)

453.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Karuna's solution](#)

454.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · last AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Karuna's solution](#)

455.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Karuna's solution](#)

456.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Karuna's solution](#)

457.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Karuna's solution](#)

458.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Karuna's solution](#)

459.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Karuna's solution](#)

460.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Karuna's solution](#)

461.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Karuna's solution](#)

462.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Karuna's solution](#)

463.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Karuna's solution](#)

464.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

465.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Karuna's solution](#)

466.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Karuna's solution](#)

467.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[Karuna's solution](#)

468.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[Karuna's solution](#)

469.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[Karuna's solution](#)

470.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Karuna's solution](#)

471.

1552F

[Telepanting](#) · [Tutorial](#)

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

[Karuna's solution](#)

472.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Karuna's solution](#)

473.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Karuna's solution](#)

474.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Karuna's solution](#)

475.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Karuna's solution](#)

476.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Karuna's solution](#)

477.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Karuna's solution](#)

478.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Karuna's solution](#)

479.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Karuna's solution](#)

480.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Karuna's solution](#)

481.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2300 · first AC: 2026-02-28 · last AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities

[Karuna's solution](#)

482.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Karuna's solution](#)

483.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Karuna's solution](#)

484.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Karuna's solution](#)

485.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Karuna's solution](#)

486.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Karuna's solution](#)

487.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Karuna's solution](#)

488.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Karuna's solution](#)

489.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Karuna's solution](#)

490.

1988E

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

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Karuna's solution](#)

491.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Karuna's solution](#)

492.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Karuna's solution](#)

493.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Karuna's solution](#)

494.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

495.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Karuna's solution](#)

496.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Karuna's solution](#)

497.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

498.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Karuna's solution](#)

499.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Karuna's solution](#)

500.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Karuna's solution](#)

501.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Karuna's solution](#)

502.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Karuna's solution](#)

503.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Karuna's solution](#)

504.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Karuna's solution](#)

505.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Karuna's solution](#)

506.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Karuna's solution](#)

507.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Karuna's solution](#)

508.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Karuna's solution](#)

509.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Karuna's solution](#)

510.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Karuna's solution](#)

511.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Karuna's solution](#)

512.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Karuna's solution](#)

513.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Karuna's solution](#)

514.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[Karuna's solution](#)

515.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Karuna's solution](#)

516.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

517.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Karuna's solution](#)

518.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Karuna's solution](#)

519.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

520.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Karuna's solution](#)

521.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Karuna's solution](#)

522.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

523.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Karuna's solution](#)

524.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Karuna's solution](#)

525.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Karuna's solution](#)

526.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Karuna's solution](#)

527.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

528.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

529.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Karuna's solution](#)

530.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Karuna's solution](#)

531.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Karuna's solution](#)

532.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · last AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Karuna's solution](#)

533.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Karuna's solution](#)

534.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Karuna's solution](#)

535.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[Karuna's solution](#)

536.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Karuna's solution](#)

537.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[Karuna's solution](#)

538.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Karuna's solution](#)

539.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Karuna's solution](#)

540.

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Karuna's solution](#)

541.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[Karuna's solution](#)

542.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[Karuna's solution](#)

543.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[Karuna's solution](#)

544.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Karuna's solution](#)

545.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Karuna's solution](#)

546.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Karuna's solution](#)

547.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing,

string suffix structures, strings

[Karuna's solution](#)

548.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Karuna's solution](#)

549.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Karuna's solution](#)

550.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Karuna's solution](#)

551.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Karuna's solution](#)

552.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Karuna's solution](#)

553.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Karuna's solution](#)

554.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Karuna's solution](#)

555.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Karuna's solution](#)

556.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math

[Karuna's solution](#)

557.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures,

implementation, two pointers

[Karuna's solution](#)

558.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Karuna's solution](#)

559.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Karuna's solution](#)

560.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Karuna's solution](#)

561.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Karuna's solution](#)

562.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Karuna's solution](#)

563.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Karuna's solution](#)

564.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Karuna's solution](#)

565.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Karuna's solution](#)

566.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Karuna's solution](#)

567.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Karuna's solution](#)

568.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Karuna's solution](#)

569.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Karuna's solution](#)

570.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Karuna's solution](#)

571.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Karuna's solution](#)

572.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Karuna's solution](#)

573.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Karuna's solution](#)

574.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Karuna's solution](#)

575.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Karuna's solution](#)

576.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Karuna's solution](#)

577.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Karuna's solution](#)

578.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Karuna's solution](#)

579.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Karuna's solution](#)

580.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Karuna's solution](#)

581.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Karuna's solution](#)

582.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Karuna's solution](#)

583.

1740F

[Conditional Mix](#) · [Tutorial](#)

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

[Karuna's solution](#)

584.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Karuna's solution](#)

585.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Karuna's solution](#)

586.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Karuna's solution](#)

587.

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

588.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Karuna's solution](#)

589.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-02 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Karuna's solution](#)

590.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[Karuna's solution](#)

591.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Karuna's solution](#)

592.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Karuna's solution](#)

593.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Karuna's solution](#)

594.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Karuna's solution](#)

595.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Karuna's solution](#)

596.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Karuna's solution](#)

597.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Karuna's solution](#)

598.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Karuna's solution](#)

599.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Karuna's solution](#)

600.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[Karuna's solution](#)

601.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Karuna's solution](#)

602.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: math, string suffix structures

[Karuna's solution](#)

603.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Karuna's solution](#)

604.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Karuna's solution](#)

605.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

606.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Karuna's solution](#)

607.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[Karuna's solution](#)

608.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings
[Karuna's solution](#)

609.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Karuna's solution](#)

610.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[Karuna's solution](#)

611.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Karuna's solution](#)

612.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Karuna's solution](#)

613.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Karuna's solution](#)

614.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[Karuna's solution](#)

615.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[Karuna's solution](#)

616.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[Karuna's solution](#)

617.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[Karuna's solution](#)

618.

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

619.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · last AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Karuna's solution](#)

620.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2026-02-28 · last AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Karuna's solution](#)

621.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Karuna's solution](#)

622.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Karuna's solution](#)

623.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

624.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Karuna's solution](#)

625.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Karuna's solution](#)

626.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Karuna's solution](#)

627.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[Karuna's solution](#)

628.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Karuna's solution](#)

629.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, math

[Karuna's solution](#)

630.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Karuna's solution](#)

631.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Karuna's solution](#)

632.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Karuna's solution](#)

633.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Karuna's solution](#)

634.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Karuna's solution](#)

635.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

636.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[Karuna's solution](#)

637.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Karuna's solution](#)

638.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Karuna's solution](#)

639.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-03-02 · last AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[Karuna's solution](#)

640.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Karuna's solution](#)

641.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Karuna's solution](#)

642.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Karuna's solution](#)

643.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Karuna's solution](#)

644.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Karuna's solution](#)

645.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Karuna's solution](#)

646.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Karuna's solution](#)

647.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Karuna's solution](#)

648.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Karuna's solution](#)

649.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Karuna's solution](#)

650.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Karuna's solution](#)

651.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

652.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Karuna's solution](#)

653.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Karuna's solution](#)

654.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

655.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 3500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Karuna's solution](#)

656.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

657.

106414I

[Ultimate Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

658.

106414J

[Superset Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

659.

106414G

[Longest Step-function Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

660.

106414K

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

661.

106414D

[Doubting Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

662.

106414N

[Primemas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

663.

106414L

[MEXpected Value](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

664.

106414F

[Approximate Three Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

665.

106414E

[BABA IS LOCKED](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

666.

106414B

[The String Only Contains a, b, and c](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

667.

106414A

[Fold Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

668.

106157K

[Klaus](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

669.

106157D

[Depot](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

670.

106157L

[Last Orders](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

671.

106157H

[Hybrid Search](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

672.

106157E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

673.

106157B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

674.

106157C

[Colourful Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

675.

106157F

[Fell Walking](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

676.

106157J

[Joust Sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

677.

106157G

[Get Good](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

678.

106157I

[Itsy Bits](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

679.

106157M

[Motorway Stops](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

680.

106353I

[Illuminated Stalls](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

681.

106353H

[Hasty Haul](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

682.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

683.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

684.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

685.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

686.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

687.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

688.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

689.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

690.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

691.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

692.

106225K

[Keygen 3](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

693.

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

694.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

695.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

696.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

697.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

698.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

699.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

700.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

701.

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

702.

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

703.

105712M

[LIS On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

704.

105712G

[Knight Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

705.

105712D

[Hungry Arachnid](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

706.

105712B

[Card Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

707.

105712K

[Tree With One Edge](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

708.

105712L

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

709.

105712N

[String Split](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

710.

105712J

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

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711.

105712I

[Domino Swap](#) · [Tutorial](#)

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712.

105712H

[Illuminated Lights II](#) · [Tutorial](#)

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713.

105712F

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

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714.

105712E

[Combination Lock](#) · [Tutorial](#)

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715.

105712C

[End-Balanced Subarrays](#) · [Tutorial](#)

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716.

105712A

[Anti-Closed Subsequences](#) · [Tutorial](#)

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717.

106197E

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718.

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106197H

[World Emperor](#) · [Tutorial](#)

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106197A

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722.

106197C

[Divisor Lattice](#) · [Tutorial](#)

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723.

106197I

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724.

106197F

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725.

106197N

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726.

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[Stringmas](#) · [Tutorial](#)

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106197K

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729.

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730.

106197D

[Thomas Trade](#) · [Tutorial](#)

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731.

106197B

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732.

106129I

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733.

106129C

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734.

106129B

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735.

106129J

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Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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736.

106129M

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106129F

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Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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738.

106129K

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739.

106129D

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740.

106129L

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741.

106129A

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742.

106129H

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743.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

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744.

105562G

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Rating: — · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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745.

105562I

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Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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746.

105562B

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Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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747.

105562C

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Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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748.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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749.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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750.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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751.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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752.

105562H

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Rating: — · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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753.

105562F

[Flowing Fountain](#) · [Tutorial](#)

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754.

105562E

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755.

105562D

[Dutch Democracy](#) · [Tutorial](#)

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756.

105562A

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757.

106268B

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758.

106268L

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Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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759.

106268A

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760.

106268I

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761.

106268G

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762.

106268C

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763.

106268J

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764.

106268H

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[Karuna's solution](#)

765.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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766.

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

767.

106178B

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

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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769.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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770.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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771.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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772.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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106178A

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774.

105677A

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Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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775.

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105837D

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787.

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788.

105837B

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789.

101481B

[Boring Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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790.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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791.

104288H

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

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

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792.

101205A

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

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793.

101205E

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794.

101205F

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795.

101205I

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101205G

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101205B

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802.

104114J

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104114M

[Mousetrap](#) · [Tutorial](#)

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104114I

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807.

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104114G

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812.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

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813.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

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814.

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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815.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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816.

101239K

[Tours](#) · [Tutorial](#)

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817.

101239E

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

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818.

101239M

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819.

101239I

[Ship Traffic](#) · [Tutorial](#)

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820.

101239F

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821.

101239L

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822.

101239D

[Cutting Cheese](#) · [Tutorial](#)

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823.

101239J

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824.

101239C

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[Amalgamated Artichokes](#) · [Tutorial](#)

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827.

101221B

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Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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828.

101221E

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829.

101221C

[Crane Balancing](#) · [Tutorial](#)

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830.

101221D

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831.

101221K

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Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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832.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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833.

103438D

[Many LCS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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834.

103438B

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Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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835.

103438H

[Colourful Permutation Sorting](#) · [Tutorial](#)

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836.

103438M

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

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837.

103438I

[Flood Fill](#) · [Tutorial](#)

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

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838.

103438K

[Amazing Tree](#) · [Tutorial](#)

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

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839.

103438L

[Jason ABC](#) · [Tutorial](#)

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

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840.

103438E

[Replace Sort](#) · [Tutorial](#)

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

[Karuna's solution](#)

841.

103438F

[to Pay Respects](#) · [Tutorial](#)

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

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842.

103438J

[ABC Legacy](#) · [Tutorial](#)

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

[Karuna's solution](#)

843.

103438G

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

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

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844.

103438N

[A-series](#) · [Tutorial](#)

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

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845.

103438A

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

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

[Karuna's solution](#)

846.

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

847.

104012G

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

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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848.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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849.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

850.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

851.

104012F

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

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

852.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

853.

104012E

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

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

854.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

855.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

856.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

857.

104012B

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

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

858.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

859.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

860.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

861.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

862.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

863.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

864.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

865.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

866.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

867.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

868.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

869.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

870.

104772D

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

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

871.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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872.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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873.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

874.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

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[Catch the Plane](#) · [Tutorial](#)

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876.

102482K

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Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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877.

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Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

878.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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879.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

880.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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881.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

882.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

883.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

884.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

885.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

886.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

887.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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888.

102511B

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

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

889.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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890.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

891.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

892.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

893.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

894.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

895.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

896.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

897.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

898.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

899.

105112H

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

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

900.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

901.

105112A

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

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

902.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

903.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Karuna's solution](#)

904.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

905.

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

906.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

907.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

908.

104871G

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

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

909.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

910.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

911.

104871I

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

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

912.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

913.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

914.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

915.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

916.

105012M

[Methodical Mixing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

917.

105012A

[An X-Camp Transformer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

918.

105012G

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

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

919.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

920.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · PyPy 3-64 (first AC) · Tags: —

[Karuna's solution](#)

921.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

922.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

923.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

924.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

925.

104633O

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

Rating: — · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

926.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

927.

104633E

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

Rating: — · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

928.

103470I

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

Rating: — · first AC: 2023-11-19 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

929.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

930.

104832I

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

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

931.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

932.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

933.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

934.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

935.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

936.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

937.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

938.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

939.

104777H

[Fancy Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

940.

104777D

[Infinite Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

941.

104777F

[Conflict of Interest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

942.

104777E

[Pins and Jumpers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

943.

104777K

[Financial Discipline](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

944.

104777J

[Complete the Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

945.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

946.

104777C

[Broken Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

947.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

948.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

949.

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

950.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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951.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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952.

103470K

[Ancient Magic Circle in Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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953.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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954.

103470B

[Puzzle in Inazuma](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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955.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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956.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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957.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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958.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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959.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

960.

103470C

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

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

961.

103470M

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

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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962.

103470A

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

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

963.

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

964.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

965.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

966.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

967.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

968.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

969.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

970.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

971.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

972.

104128I

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

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

973.

104077K

[Streets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

974.

104077H

[Power of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

975.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

976.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

977.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

978.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

979.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

980.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

981.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

982.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

983.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

984.

104596I

[Square Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

985.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

986.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

987.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

988.

104596H

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

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

989.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

990.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

991.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

992.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

993.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

994.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

995.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

996.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

997.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

998.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

999.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1000.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1001.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1002.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1003.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1004.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1005.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1006.

104619I

[Introversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1007.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1008.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1009.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1010.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1011.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1012.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1013.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1014.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1015.

101667J

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

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1016.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1017.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1018.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1019.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1020.

101667H

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

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1021.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1022.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1023.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1024.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1025.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1026.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1027.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1028.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1029.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1030.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1031.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1032.

101630A

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

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1033.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1034.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1035.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1036.

104196F

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

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1037.

104196C

[Ball of Whacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1038.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1039.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1040.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1041.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1042.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · Python 3 (first AC) · Tags: —

[Karuna's solution](#)

1043.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1044.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1045.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1046.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1047.

104196G

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

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1048.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1049.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1050.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1051.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1052.

104013F

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

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1053.

104013E

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

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1054.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1055.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1056.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1057.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1058.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1059.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1060.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1061.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1062.

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1063.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1064.

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1065.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1066.

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1067.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1068.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1069.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1070.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1071.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1072.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1073.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1074.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1075.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1076.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1077.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1078.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1079.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1080.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1081.

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1082.

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1083.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1084.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1085.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1086.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1087.

104017C

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

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1088.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1089.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1090.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1091.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Karuna's solution](#)

1092.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1093.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Karuna's solution](#)

1094.

101981B

[Tournament](#) · [Tutorial](#)

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

[Karuna's solution](#)

1095.

101981I

[Magic Potion](#) · [Tutorial](#)

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

[Karuna's solution](#)

1096.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

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

[Karuna's solution](#)

1097.

101981G

[Pyramid](#) · [Tutorial](#)

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

[Karuna's solution](#)

1098.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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

[Karuna's solution](#)

1099.

101981J

[Prime Game](#) · [Tutorial](#)

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

[Karuna's solution](#)

1100.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1101.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1102.

102056F

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

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

[Karuna's solution](#)

1103.

102056J

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

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

[Karuna's solution](#)

1104.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

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

[Karuna's solution](#)

1105.

102056I

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

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

[Karuna's solution](#)

1106.

102056L

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

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

[Karuna's solution](#)

1107.

102056D

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

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

[Karuna's solution](#)

1108.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1109.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1110.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1111.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1112.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1113.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1114.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1115.

103081K

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

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1116.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1117.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1118.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1119.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1120.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1121.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1122.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1123.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1124.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1125.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1126.

103049C

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

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1127.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1128.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1129.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1130.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1131.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1132.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1133.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1134.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1135.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1136.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1137.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1138.

102082B

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

Rating: — · first AC: 2019-10-31 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1139.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1140.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1141.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1142.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1143.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1144.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1145.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1146.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1147.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1148.

101666A

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

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1149.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1150.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1151.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1152.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1153.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1154.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1155.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1156.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1157.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1158.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1159.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1160.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1161.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1162.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1163.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1164.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1165.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1166.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1167.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1168.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1169.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1170.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1171.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1172.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1173.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1174.

103185B

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

Rating: — · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1175.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1176.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1177.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1178.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1179.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1180.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1181.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1182.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1183.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1184.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1185.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1186.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1187.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1188.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1189.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1190.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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1191.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1192.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1193.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1194.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1195.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1196.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1197.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1198.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1199.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1200.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1201.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1202.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1203.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1204.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1205.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1206.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1207.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1208.

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1209.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1210.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1211.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1212.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1213.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1214.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1215.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1216.

101485J

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

Rating: — · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1217.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1218.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1219.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1220.

101612L

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

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1221.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1222.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1223.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1224.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1225.

101612A

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

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1226.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · last AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1227.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1228.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1229.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1230.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1231.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · last AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1232.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1233.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1234.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1235.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1236.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1237.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1238.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1239.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1240.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1241.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: —

[Karuna's solution](#)

1242.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: —

[Karuna's solution](#)

1243.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1244.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1245.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1246.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1247.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: —

[Karuna's solution](#)

1248.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1249.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1250.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1251.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1252.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1253.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1254.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1255.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1256.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1257.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1258.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1259.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1260.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-27 · last AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1261.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1262.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1263.

100134F

[Folding Snake Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1264.

100134E

[Exact Measurement](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1265.

100134C

[Caravan Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1266.

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1267.

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1268.

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1269.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1270.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1271.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1272.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1273.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1274.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1275.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Karuna's solution](#)

1276.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1277.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1278.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1279.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1280.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1281.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1282.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Karuna's solution](#)

1283.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Karuna's solution](#)