

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

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# Unique solved — KhanhHoa NNTan 1

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

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

Filters: none

Count: 407

1.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

2.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-18 · PyPy 3-64 (first AC) · Tags: brute force, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

3.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

4.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

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5.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

6.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

7.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,512 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

8.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

9.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

## 10.

1950A

### [Stair, Peak, or Neither?](#) · Tutorial

Quality: 69,460 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

## 11.

1941A

### [Rudolf and the Ticket](#) · Tutorial

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[KhanhHoa\\_NNTan\\_1's solution](#)

## 12.

1934A

### [Too Min Too Max](#) · Tutorial

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

## 13.

1923A

### [Moving Chips](#) · Tutorial

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

## 14.

1926A

### [Vlad and the Best of Five](#) · Tutorial

Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

## 15.

1932A

### [Thorns and Coins](#) · Tutorial

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

## 16.

1929B

### [Sasha and the Drawing](#) · Tutorial

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

## 17.

1929A

### [Sasha and the Beautiful Array](#) · Tutorial

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

## 18.

1928A

### [Rectangle Cutting](#) · Tutorial

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[KhanhHoa\\_NNTan\\_1's solution](#)

## 19.

1927A

### [Make it White](#) · Tutorial

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

## 20.

1918A

### [Brick Wall](#) · Tutorial

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**21.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**22.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**23.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**24.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**25.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**26.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**27.**

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**28.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,816 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**29.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**30.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**31.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,041 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

**32.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

**33.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[KhanhHoa\\_NNTan\\_1's solution](#)

**34.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[KhanhHoa\\_NNTan\\_1's solution](#)

**35.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[KhanhHoa\\_NNTan\\_1's solution](#)

**36.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[KhanhHoa\\_NNTan\\_1's solution](#)

**37.**

1831A

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

Quality: 46,322 global accepts · Rating: 800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[KhanhHoa\\_NNTan\\_1's solution](#)

**38.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

**39.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[KhanhHoa\\_NNTan\\_1's solution](#)

**40.**

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

**41.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy  
[KhanhHoa\\_NNTan\\_1's solution](#)

**42.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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**43.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**44.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**45.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**46.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[KhanhHoa\\_NNTan\\_1's solution](#)

**47.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**48.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[KhanhHoa\\_NNTan\\_1's solution](#)

**49.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**50.**

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**51.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**52.**

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**53.**

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**54.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**55.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,839 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**56.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**57.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**58.**

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**59.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**60.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**61.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**62.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**63.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

- 64.**  
1520C  
[Not Adjacent Matrix](#) · [Tutorial](#)  
Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 65.**  
5A  
[Chat Servers Outgoing Traffic](#) · [Tutorial](#)  
Quality: 11,128 global accepts · Rating: 1000 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 66.**  
1405B  
[Array Cancellation](#) · [Tutorial](#)  
Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 67.**  
1742D  
[Coprime](#) · [Tutorial](#)  
Quality: 34,117 global accepts · Rating: 1100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 68.**  
1950D  
[Product of Binary Decimals](#) · [Tutorial](#)  
Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 69.**  
1923B  
[Monsters Attack!](#) · [Tutorial](#)  
Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 70.**  
1932B  
[Chaya Calendar](#) · [Tutorial](#)  
Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 71.**  
1920B  
[Summation Game](#) · [Tutorial](#)  
Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 72.**  
1917B  
[Erase First or Second Letter](#) · [Tutorial](#)  
Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 73.**  
1873E  
[Building an Aquarium](#) · [Tutorial](#)  
Quality: 43,476 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[KhanhHoa\\_NNTan\\_1's solution](#)
- 74.**  
1850E  
[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,011 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**75.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**76.**

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**77.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**78.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**79.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

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**80.**

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**81.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**82.**

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**83.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**84.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**85.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**86.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**87.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**88.**

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**89.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**90.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**91.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**92.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**93.**

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[KhanhHoa\\_NNTan\\_1's solution](#)

**94.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

95.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

96.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

97.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

98.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

99.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

100.

1778B

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

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

[KhanhHoa\\_NNTan\\_1's solution](#)

101.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

102.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

103.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-06 · PyPy 3 (first AC) · Tags: dp, greedy, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

104.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**105.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**106.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**107.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**108.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**109.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**110.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**111.**

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**112.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**113.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**114.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**115.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**116.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**117.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**118.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**119.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[KhanhHoa\\_NNTan\\_1's solution](#)

**120.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**121.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**122.**

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**123.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**124.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**125.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**126.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**127.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**128.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**129.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**130.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**131.**

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**132.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**133.**

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[KhanhHoa\\_NNTan\\_1's solution](#)

**134.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[KhanhHoa\\_NNTan\\_1's solution](#)

**135.**

1397C

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

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**136.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**137.**

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**138.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**139.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**140.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**141.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**142.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**143.**

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**144.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**145.**

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**146.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**147.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**148.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**149.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**150.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[KhanhHoa\\_NNTan\\_1's solution](#)

**151.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**152.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**153.**

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**154.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[KhanhHoa\\_NNTan\\_1's solution](#)

**155.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · last AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**156.**

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**157.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**158.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**159.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**160.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**161.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**162.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**163.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**164.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**165.**

1929D

[Sasha and a Walk in the City](#) · Tutorial

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**166.**

1928D

[Lonely Mountain Dungeons](#) · Tutorial

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[KhanhHoa\\_NNTan\\_1's solution](#)

**167.**

1918D

[Blocking Elements](#) · Tutorial

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**168.**

1846G

[Rudolf and CodeVid-23](#) · Tutorial

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[KhanhHoa\\_NNTan\\_1's solution](#)

**169.**

1922D

[Berserk Monsters](#) · Tutorial

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**170.**

1920D

[Array Repetition](#) · Tutorial

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**171.**

607B

[Zuma](#) · Tutorial

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**172.**

1899G

[Unusual Entertainment](#) · Tutorial

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**173.**

552D

[Vanya and Triangles](#) · Tutorial

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**174.**

1842D

[Tenzing and His Animal Friends](#) · Tutorial

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**175.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2022-08-06 · last AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**176.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[KhanhHoa\\_NNTan\\_1's solution](#)

**177.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**178.**

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**179.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[KhanhHoa\\_NNTan\\_1's solution](#)

**180.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**181.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-11-12 · last AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**182.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**183.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**184.**

578C

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

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: ternary search

[KhanhHoa\\_NNTan\\_1's solution](#)

**185.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**186.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**187.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[KhanhHoa\\_NNTan\\_1's solution](#)

**188.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**189.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**190.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**191.**

1726D

[Edge Split](#) · [Tutorial](#)

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**192.**

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**193.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**194.**

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[KhanhHoa\\_NNTan\\_1's solution](#)

**195.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**196.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[KhanhHoa\\_NNTan\\_1's solution](#)

**197.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**198.**

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[KhanhHoa\\_NNTan\\_1's solution](#)

**199.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**200.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**201.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**202.**

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**203.**

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**204.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[KhanhHoa\\_NNTan\\_1's solution](#)

**205.**

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[KhanhHoa\\_NNTan\\_1's solution](#)

**206.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[KhanhHoa\\_NNTan\\_1's solution](#)

**207.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**208.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**209.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[KhanhHoa\\_NNTan\\_1's solution](#)

**210.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[KhanhHoa\\_NNTan\\_1's solution](#)

**211.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**212.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[KhanhHoa\\_NNTan\\_1's solution](#)

**213.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**214.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-06-28 · last AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**215.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-03-12 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp  
[KhanhHoa\\_NNTan\\_1's solution](#)

**216.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
[KhanhHoa\\_NNTan\\_1's solution](#)

**217.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers  
[KhanhHoa\\_NNTan\\_1's solution](#)

**218.**

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers  
[KhanhHoa\\_NNTan\\_1's solution](#)

**219.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-12-08 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

**220.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[KhanhHoa\\_NNTan\\_1's solution](#)

**221.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees  
[KhanhHoa\\_NNTan\\_1's solution](#)

**222.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[KhanhHoa\\_NNTan\\_1's solution](#)

**223.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths  
[KhanhHoa\\_NNTan\\_1's solution](#)

**224.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths  
[KhanhHoa\\_NNTan\\_1's solution](#)

**225.**

1929E

[Sasha and the Happy Tree Cutting](#) · Tutorial

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**226.**

1182E

[Product Oriented Recurrence](#) · Tutorial

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, number theory

[KhanhHoa\\_NNTan\\_1's solution](#)

**227.**

160D

[Edges in MST](#) · Tutorial

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**228.**

1217E

[Sum Queries?](#) · Tutorial

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[KhanhHoa\\_NNTan\\_1's solution](#)

**229.**

652E

[Pursuit For Artifacts](#) · Tutorial

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-07-08 · last AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**230.**

939F

[Cutlet](#) · Tutorial

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**231.**

1202E

[You Are Given Some Strings...](#) · Tutorial

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[KhanhHoa\\_NNTan\\_1's solution](#)

**232.**

375D

[Tree and Queries](#) · Tutorial

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**233.**

246E

[Blood Cousins Return](#) · Tutorial

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[KhanhHoa\\_NNTan\\_1's solution](#)

**234.**

342E

[Xenia and Tree](#) · Tutorial

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**235.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive  
[KhanhHoa\\_NNTan\\_1's solution](#)

**236.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices  
[KhanhHoa\\_NNTan\\_1's solution](#)

**237.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[KhanhHoa\\_NNTan\\_1's solution](#)

**238.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp  
[KhanhHoa\\_NNTan\\_1's solution](#)

**239.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[KhanhHoa\\_NNTan\\_1's solution](#)

**240.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[KhanhHoa\\_NNTan\\_1's solution](#)

**241.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp  
[KhanhHoa\\_NNTan\\_1's solution](#)

**242.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[KhanhHoa\\_NNTan\\_1's solution](#)

**243.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[KhanhHoa\\_NNTan\\_1's solution](#)

**244.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-03-01 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp  
[KhanhHoa\\_NNTan\\_1's solution](#)

**245.**

2208E

[Counting Cute Arrays](#) · Tutorial

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**246.**

455D

[Serega and Fun](#) · Tutorial

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[KhanhHoa\\_NNTan\\_1's solution](#)

**247.**

383E

[Vowels](#) · Tutorial

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**248.**

293E

[Close Vertices](#) · Tutorial

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**249.**

163E

[e-Government](#) · Tutorial

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**250.**

1279F

[New Year and Handle Change](#) · Tutorial

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[KhanhHoa\\_NNTan\\_1's solution](#)

**251.**

613D

[Kingdom and its Cities](#) · Tutorial

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**252.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · Tutorial

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**253.**

150E

[Freezing with Style](#) · Tutorial

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[KhanhHoa\\_NNTan\\_1's solution](#)

**254.**

765F

[Souvenirs](#) · Tutorial

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[KhanhHoa\\_NNTan\\_1's solution](#)

**255.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[KhanhHoa\\_NNTan\\_1's solution](#)

**256.**

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · last AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**257.**

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**258.**

105262G

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

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**259.**

105262C

[The Rectangular City](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**260.**

105262D

[The FFT Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**261.**

105262F

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

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**262.**

105262H

[Hot Cappuccino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**263.**

105262I

[The Vampire Partner](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**264.**

105262K

[The Red Tomato](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**265.**

105262B

[Re-Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**266.**

105262M

[Maximum Subarray Alternating Sum](#) · Tutorial

Rating: — · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**267.**

105262J

[Just One More Bro, I Swear](#) · Tutorial

Rating: — · first AC: 2024-07-16 · Python 3 (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**268.**

104772F

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

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**269.**

104772E

[Every Queen](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**270.**

104772B

[Based Zeros](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**271.**

104772I

[Intersegment Activation](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**272.**

104772J

[Jumping Frogs](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**273.**

104772G

[Game of Nim](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**274.**

104772K

[Kitchen Timer](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**275.**

104772M

[Missing Vowels](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**276.**

104772D

[Divisibility Trick](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**277.**

104772A

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

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**278.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**279.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**280.**

104118E

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

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**281.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**282.**

104118F

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

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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**283.**

104118G

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

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**284.**

104118C

[Conform Conform](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**285.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**286.**

104118J

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

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**287.**

104118A

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

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**288.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**289.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**290.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**291.**

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**292.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · PyPy 3-64 (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**293.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**294.**

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**295.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**296.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**297.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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**298.**

101667H

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

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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**299.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**300.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**301.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**302.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**303.**

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**304.**

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**305.**

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**306.**

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**307.**

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**308.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**309.**

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**310.**

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**311.**

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**312.**

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**313.**

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**314.**

101810J

[T-Shirts Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**315.**

101810M

[Greedy Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**316.**

101810A

[Careful Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**317.**

101810D

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**318.**

101810E

[N-Dimensional Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**319.**

101810F

[Minimum Sum of Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**320.**

101810B

[Friends and Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**321.**

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**322.**

101810C

[Flip the Bits](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**323.**

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · last AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**324.**

102433J

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

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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**325.**

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**326.**

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**327.**

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**328.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**329.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**330.**

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**331.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**332.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**333.**

102433C

[Coloring Contention](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**334.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**335.**

105170I

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

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**336.**

104015L

[RBS](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**337.**

102263K

[Smart Strategies](#) · [Tutorial](#)

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**338.**

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**339.**

102263J

[Thanos Power](#) · [Tutorial](#)

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**340.**

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**341.**

102263G

[Card Game](#) · [Tutorial](#)

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**342.**

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**343.**

102263C

[Check The Text](#) · Tutorial

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**344.**

102263B

[Road to Arabella](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**345.**

102263M

[Two Operations](#) · Tutorial

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**346.**

102263H

[Steaks](#) · Tutorial

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**347.**

102263A

[Is It Easy ?](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**348.**

104736C

[Candy Rush](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**349.**

104736F

[Forward and Backward](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**350.**

104736M

[Meeting Point](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**351.**

104736I

[Inversions](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**352.**

104736B

[Blackboard Game](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**353.**

104736D

[Deciphering WordWhiz](#) · Tutorial

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

[KhanhHoa\\_NNTan\\_1's solution](#)

**354.**

105053F

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

Rating: — · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**355.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**356.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**357.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**358.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**359.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**360.**

105112A

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

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**361.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**362.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[KhanhHoa\\_NNTan\\_1's solution](#)

**363.**

105112L

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**365.**

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**366.**

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**367.**

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**368.**

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**369.**

105020I

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**370.**

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**371.**

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**372.**

105020F

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**373.**

105020C

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**374.**

105020M

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**375.**

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**376.**

105020B

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**377.**

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**378.**

105020J

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**379.**

105020H

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**380.**

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**381.**

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**382.**

105055L

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**383.**

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**384.**

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**385.**

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**386.**

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**388.**

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**393.**

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**394.**

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**396.**

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