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Unique solved — Kuyan

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

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

Filters: none

Count: 337

1.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#)

[Kuyan's solution](#)

2.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [math](#)

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3.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)

[Kuyan's solution](#)

4.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

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5.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)

[Kuyan's solution](#)

6.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)

[Kuyan's solution](#)

7.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[Kuyan's solution](#)

8.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)

[Kuyan's solution](#)

9.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#)

[Kuyan's solution](#)

10.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation

[Kuyan's solution](#)

11.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[Kuyan's solution](#)

12.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,786 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[Kuyan's solution](#)

13.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[Kuyan's solution](#)

14.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[Kuyan's solution](#)

15.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,122 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation

[Kuyan's solution](#)

16.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math

[Kuyan's solution](#)

17.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[Kuyan's solution](#)

18.

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kuyan's solution](#)

19.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Kuyan's solution](#)

20.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

21.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Kuyan's solution](#)

22.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[Kuyan's solution](#)

23.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[Kuyan's solution](#)

24.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings
[Kuyan's solution](#)

25.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,705 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[Kuyan's solution](#)

26.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Kuyan's solution](#)

27.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Kuyan's solution](#)

28.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Kuyan's solution](#)

29.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[Kuyan's solution](#)

30.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,414 global accepts · Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —
[Kuyan's solution](#)

31.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: brute force
[Kuyan's solution](#)

32.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[Kuyan's solution](#)

33.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Kuyan's solution](#)

34.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[Kuyan's solution](#)

35.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,992 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Kuyan's solution](#)

36.

669B

[Little Artem and Grasshopper](#) · [Tutorial](#)

Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)

37.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,918 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[Kuyan's solution](#)

38.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,617 global accepts · Rating: 1000 · first AC: 2015-10-06 · Python 3 (first AC) · Tags: math

[Kuyan's solution](#)

39.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[Kuyan's solution](#)

40.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math

[Kuyan's solution](#)

41.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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42.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kuyan's solution](#)

43.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kuyan's solution](#)

44.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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45.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kuyan's solution](#)

46.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kuyan's solution](#)

47.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kuyan's solution](#)

48.

1112A

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

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kuyan's solution](#)

49.

755B

[PolandBall and Game](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[Kuyan's solution](#)

50.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings

[Kuyan's solution](#)

51.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[Kuyan's solution](#)

52.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[Kuyan's solution](#)

53.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: geometry, math

[Kuyan's solution](#)

54.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · Python 3 (first AC) · Tags: math

[Kuyan's solution](#)

55.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · Python 3 (first AC) · Tags: greedy, implementation, math

[Kuyan's solution](#)

56.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,554 global accepts · Rating: 1100 · first AC: 2015-03-17 · Python 3 (first AC) · Tags: implementation, math

[Kuyan's solution](#)

57.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2014-11-21 · Python 3 (first AC) · Tags: brute force

[Kuyan's solution](#)

58.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Kuyan's solution](#)

59.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

60.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Kuyan's solution](#)

61.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kuyan's solution](#)

62.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

63.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kuyan's solution](#)

64.

1028B

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Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kuyan's solution](#)

65.

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Kuyan's solution](#)

66.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[Kuyan's solution](#)

67.

769B

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Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[Kuyan's solution](#)

68.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Kuyan's solution](#)

69.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Kuyan's solution](#)

70.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[Kuyan's solution](#)

71.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[Kuyan's solution](#)

72.

574A

[Bear and Elections](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Kuyan's solution](#)

73.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-10 · Python 3 (first AC) · Tags: greedy, math

[Kuyan's solution](#)

74.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-18 · Python 3 (first AC) · Tags: implementation, math

[Kuyan's solution](#)

75.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Kuyan's solution](#)

76.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

77.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

78.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kuyan's solution](#)

79.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Kuyan's solution](#)

80.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Kuyan's solution](#)

81.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[Kuyan's solution](#)

82.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: —

[Kuyan's solution](#)

83.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation, trees

[Kuyan's solution](#)

84.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Kuyan's solution](#)

85.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs

[Kuyan's solution](#)

86.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kuyan's solution](#)

87.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Kuyan's solution](#)

88.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Kuyan's solution](#)

89.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Kuyan's solution](#)

90.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Kuyan's solution](#)

91.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[Kuyan's solution](#)

92.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Kuyan's solution](#)

93.

669C

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Kuyan's solution](#)

94.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Kuyan's solution](#)

95.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kuyan's solution](#)

96.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kuyan's solution](#)

97.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Kuyan's solution](#)

98.

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: —

[Kuyan's solution](#)

99.

944C

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Kuyan's solution](#)

100.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Kuyan's solution](#)

101.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: dp, games

[Kuyan's solution](#)

102.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Kuyan's solution](#)

103.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Kuyan's solution](#)

104.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Kuyan's solution](#)

105.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[Kuyan's solution](#)

106.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Kuyan's solution](#)

107.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · Python 3 (first AC) · Tags: combinatorics

[Kuyan's solution](#)

108.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,482 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Kuyan's solution](#)

109.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2015-08-10 · Python 3 (first AC) · Tags: implementation, math

[Kuyan's solution](#)

110.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-06-30 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[Kuyan's solution](#)

111.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Kuyan's solution](#)

112.

643B

[Bear and Two Paths](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Kuyan's solution](#)

113.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Kuyan's solution](#)

114.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Kuyan's solution](#)

115.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kuyan's solution](#)

116.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[Kuyan's solution](#)

117.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Kuyan's solution](#)

118.

924B

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

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Kuyan's solution](#)

119.

953D

[Choose Place](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-17 · JavaScript (first AC) · Tags: —

[Kuyan's solution](#)

120.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kuyan's solution](#)

121.

944D

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)

122.

782C

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

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Kuyan's solution](#)

123.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search, ternary search

[Kuyan's solution](#)

124.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Kuyan's solution](#)

125.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[Kuyan's solution](#)

126.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Kuyan's solution](#)

127.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Kuyan's solution](#)

128.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[Kuyan's solution](#)

129.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Kuyan's solution](#)

130.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Kuyan's solution](#)

131.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

132.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kuyan's solution](#)

133.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kuyan's solution](#)

134.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Kuyan's solution](#)

135.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kuyan's solution](#)

136.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Kuyan's solution](#)

137.

983A

[Finite or not?](#) · [Tutorial](#)

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

[Kuyan's solution](#)

138.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[Kuyan's solution](#)

139.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Kuyan's solution](#)

140.

953I

[A Vital Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · D (first AC) · Tags: —

[Kuyan's solution](#)

141.

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-17 · PascalABC.NET (first AC) · Tags: —

[Kuyan's solution](#)

142.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: math, number theory

[Kuyan's solution](#)

143.

944B

[Laboratory Work](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation

[Kuyan's solution](#)

144.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, strings

[Kuyan's solution](#)

145.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[Kuyan's solution](#)

146.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[Kuyan's solution](#)

147.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Kuyan's solution](#)

148.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[Kuyan's solution](#)

149.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Kuyan's solution](#)

150.

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[Kuyan's solution](#)

151.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[Kuyan's solution](#)

152.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Kuyan's solution](#)

153.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

154.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[Kuyan's solution](#)

155.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Kuyan's solution](#)

156.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[Kuyan's solution](#)

157.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kuyan's solution](#)

158.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Kuyan's solution](#)

159.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Kuyan's solution](#)

160.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kuyan's solution](#)

161.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: —

[Kuyan's solution](#)

162.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Kuyan's solution](#)

163.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Kuyan's solution](#)

164.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: geometry

[Kuyan's solution](#)

165.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Kuyan's solution](#)

166.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Kuyan's solution](#)

167.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

[Kuyan's solution](#)

168.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: dp, strings

[Kuyan's solution](#)

169.

669D

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[Kuyan's solution](#)

170.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2015-10-31 · Python 3 (first AC) · Tags: math

[Kuyan's solution](#)

171.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++ (first AC) · Tags: brute force, math, number theory

[Kuyan's solution](#)

172.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[Kuyan's solution](#)

173.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[Kuyan's solution](#)

174.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Kuyan's solution](#)

175.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Kuyan's solution](#)

176.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Kuyan's solution](#)

177.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, geometry, sortings

[Kuyan's solution](#)

178.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Kuyan's solution](#)

179.

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Kuyan's solution](#)

180.

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Kuyan's solution](#)

181.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Kuyan's solution](#)

182.

953E

[Merge Equal Elements](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: —

[Kuyan's solution](#)

183.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[Kuyan's solution](#)

184.

782D

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

Rating: 1900 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, strings

[Kuyan's solution](#)

185.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Kuyan's solution](#)

186.

1142B

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Kuyan's solution](#)

187.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Kuyan's solution](#)

188.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Kuyan's solution](#)

189.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Kuyan's solution](#)

190.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[Kuyan's solution](#)

191.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Kuyan's solution](#)

192.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Kuyan's solution](#)

193.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation,

sortings, strings

[Kuyan's solution](#)

194.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kuyan's solution](#)

195.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Kuyan's solution](#)

196.

1032E

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

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Kuyan's solution](#)

197.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Kuyan's solution](#)

198.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[Kuyan's solution](#)

199.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, strings

[Kuyan's solution](#)

200.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · last AC: 2017-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Kuyan's solution](#)

201.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[Kuyan's solution](#)

202.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Kuyan's solution](#)

203.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[Kuyan's solution](#)

204.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kuyan's solution](#)

205.

1227F1

[Wrong Answer on test 233 \(Easy Version\) · Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kuyan's solution](#)

206.

1227E

[Arson In Berland Forest · Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Kuyan's solution](#)

207.

981E

[Addition on Segments · Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Kuyan's solution](#)

208.

925C

[Big Secret · Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kuyan's solution](#)

209.

855E

[Salazar Slytherin's Locket · Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · last AC: 2017-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Kuyan's solution](#)

210.

773C

[Prairie Partition · Tutorial](#)

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Kuyan's solution](#)

211.

690A2

[Collective Mindsets \(medium\) · Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

212.

1488F

[Dogecoin · Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures

[Kuyan's solution](#)

213.

1239C

[Queue in the Train · Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Kuyan's solution](#)

214.

772C

[Vulnerable Kerbals · Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[Kuyan's solution](#)

215.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

216.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kuyan's solution](#)

217.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Kuyan's solution](#)

218.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Kuyan's solution](#)

219.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Kuyan's solution](#)

220.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Kuyan's solution](#)

221.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kuyan's solution](#)

222.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Kuyan's solution](#)

223.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Kuyan's solution](#)

224.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Kuyan's solution](#)

225.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)

226.

690B3

[Recover Polygon \(hard\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 2600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Kuyan's solution](#)

227.

690E2

[Photographs \(II\)](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 2600 · first AC: 2021-03-21 · Python 3 (first AC) · Tags: —

[Kuyan's solution](#)

228.

690B2

[Recover Polygon \(medium\)](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Kuyan's solution](#)

229.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Kuyan's solution](#)

230.

690F2

[Tree of Life \(medium\)](#) · [Tutorial](#)

Quality: 93 global accepts · Rating: 2700 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, trees

[Kuyan's solution](#)

231.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, trees

[Kuyan's solution](#)

232.

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

233.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kuyan's solution](#)

234.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

235.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kuyan's solution](#)

236.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

237.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

238.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

239.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

240.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

241.

1531E3

[B 7D0BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search

[Kuyan's solution](#)

242.

1531E2

[B 7D0BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[Kuyan's solution](#)

243.

1531E1

[B 7D0BC,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kuyan's solution](#)

244.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kuyan's solution](#)

245.

1531C

[B 8CÄiäCTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[Kuyan's solution](#)

246.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kuyan's solution](#)

247.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kuyan's solution](#)

248.

1531A

[At8C030T@4color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Kuyan's solution](#)

249.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

250.

101194A

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

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

251.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · Python 3 (first AC) · Tags: —

[Kuyan's solution](#)

252.

101194F

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

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

253.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

254.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

255.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

256.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

257.

101194L

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

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

258.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

259.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

260.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

261.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

262.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

263.

102823G

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

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

264.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

265.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

266.

102394I

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

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

267.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

268.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

269.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

270.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

271.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

272.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

273.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

274.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

275.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

276.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

277.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

278.

1489G

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

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[Kuyan's solution](#)

279.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Kuyan's solution](#)

280.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Kuyan's solution](#)

281.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Kuyan's solution](#)

282.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Kuyan's solution](#)

283.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[Kuyan's solution](#)

284.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Kuyan's solution](#)

285.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

286.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

287.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

288.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

289.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

290.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

291.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

292.

100257L

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

293.

100257G

[Global Elephant Market](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

294.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

295.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

296.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

297.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

298.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

299.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kuyan's solution](#)

300.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Kuyan's solution](#)

301.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Kuyan's solution](#)

302.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Kuyan's solution](#)

303.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Kuyan's solution](#)

304.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kuyan's solution](#)

305.

102185I

[BT0C5B,,GCÔKCR ?C`NCÄ1D4AD°](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

306.

102185D

[AT2D is C\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

307.

102185H

[LOCALC++](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

308.

102185G

[A48D Orig Dô=CD0](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

309.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

310.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

311.

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

312.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

313.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

314.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

315.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

316.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

317.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

318.

101309F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

319.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

320.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

321.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kuyan's solution](#)

322.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kuyan's solution](#)

323.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

324.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

325.

100981E

[A 5D, Dô=CDAC=0Dò ECä:C=5C”=C O C`8C40](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kuyan's solution](#)

326.

100981B

[A10CÄ5CÔ0 C CC=2](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kuyan's solution](#)

327.

100981C

[A@C@7Cä2Cä9 DD>CÔ4](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kuyan's solution](#)

328.

100981A

[Aô@CäDä0CÄ<C,,AD" f Ô3Cä CD >C\\$=Dô](#)

Rating: — · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kuyan's solution](#)

329.

101697D

[B41C10!D 2C,,=DÄN](#)

Rating: — · first AC: 2018-09-29 · Python 3 (first AC) · Tags: —

[Kuyan's solution](#)

330.

101697C

[A\\$D,AD\\$0CÔ>C\\$;CT=C,,5 D BD >C=8](#)

Rating: — · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kuyan's solution](#)

331.

101697B

[A@C@3CäBCä2C`5CÔ8CR 4CTACT@D\\$>C](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

332.

101697A

[A@D@43Cä2C O CD8C 3D 0CÄ<C](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kuyan's solution](#)

333.

100910F

[A 5D, Dô=CD>C`8CÄ?D BD >C•](#)

Rating: — · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)

334.

100910E

[AôSD!5D BD >CT=C,,5](#)

Rating: — · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)

335.

100631C

[B\\$D!6CTAD\\$2CT=CÔKC' ?C @C 4](#)

Rating: — · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)

336.

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[A5C0BD >C'LC0D0è 7C :D4?C#0](#)

Rating: — · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)

337.

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[A5C0BD4HC0KCR HC @C,,:C€](#)

Rating: — · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —

[Kuyan's solution](#)