

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

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# Unique solved — LLM

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

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

Filters: none

Count: 287

1.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,504 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[LLM's solution](#)

2.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,752 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: [greedy](#), [math](#)

[LLM's solution](#)

3.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: [brute force](#), [games](#), [implementation](#), [math](#)

[LLM's solution](#)

4.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,503 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)

[LLM's solution](#)

5.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,167 global accepts · Rating: 800 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: [greedy](#)

[LLM's solution](#)

6.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: [games](#)

[LLM's solution](#)

7.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: [dp](#), [greedy](#), [implementation](#)

[LLM's solution](#)

8.

2179A

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

Quality: 34,434 global accepts · Rating: 800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: [math](#), [strings](#)

[LLM's solution](#)

9.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#)

[LLM's solution](#)

10.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[LLM's solution](#)

**11.**

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,646 global accepts · Rating: 800 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[LLM's solution](#)

**12.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,058 global accepts · Rating: 800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: geometry

[LLM's solution](#)

**13.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,447 global accepts · Rating: 800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: brute force, hashing, math

[LLM's solution](#)

**14.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[LLM's solution](#)

**15.**

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[LLM's solution](#)

**16.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[LLM's solution](#)

**17.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,057 global accepts · Rating: 800 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[LLM's solution](#)

**18.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,502 global accepts · Rating: 800 · first AC: 2025-04-16 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, trees

[LLM's solution](#)

**19.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2025-04-16 · PyPy 3-64 (first AC) · Tags: greedy, math, two pointers

[LLM's solution](#)

**20.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,315 global accepts · Rating: 800 · first AC: 2025-04-16 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[LLM's solution](#)

**21.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: graph matchings, greedy

[LLM's solution](#)

**22.**

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: greedy, strings

[LLM's solution](#)

**23.**

1850C

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

Quality: 53,549 global accepts · Rating: 800 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: implementation, strings

[LLM's solution](#)

**24.**

1850B

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

Quality: 50,384 global accepts · Rating: 800 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[LLM's solution](#)

**25.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[LLM's solution](#)

**26.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: math, number theory

[LLM's solution](#)

**27.**

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: math

[LLM's solution](#)

**28.**

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, math

[LLM's solution](#)

**29.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[LLM's solution](#)

**30.**

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: implementation, math

[LLM's solution](#)

**31.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[LLM's solution](#)

**32.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[LLM's solution](#)

**33.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[LLM's solution](#)

**34.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[LLM's solution](#)

**35.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[LLM's solution](#)

**36.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[LLM's solution](#)

**37.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings

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**38.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[LLM's solution](#)

**39.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-26 · last AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: math

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**40.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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**41.**

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[LLM's solution](#)

**42.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: brute force, math, strings

[LLM's solution](#)

**43.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,799 global accepts · Rating: 800 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy,

math

[LLM's solution](#)

**44.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[LLM's solution](#)

**45.**

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[LLM's solution](#)

**46.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[LLM's solution](#)

**47.**

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[LLM's solution](#)

**48.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[LLM's solution](#)

**49.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · Python 3 (first AC) · Tags: greedy, implementation

[LLM's solution](#)

**50.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[LLM's solution](#)

**51.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[LLM's solution](#)

**52.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, sortings

[LLM's solution](#)

**53.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: implementation, strings

[LLM's solution](#)

**54.**

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[LLM's solution](#)

**55.**

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,795 global accepts · Rating: 800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[LLM's solution](#)

**56.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: greedy, two pointers

[LLM's solution](#)

**57.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: brute force, math, number theory

[LLM's solution](#)

**58.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[LLM's solution](#)

**59.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 800 · first AC: 2020-12-04 · Python 3 (first AC) · Tags: implementation

[LLM's solution](#)

**60.**

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2020-07-03 · Python 3 (first AC) · Tags: strings

[LLM's solution](#)

**61.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2020-07-03 · Python 3 (first AC) · Tags: brute force, math

[LLM's solution](#)

**62.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 900 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[LLM's solution](#)

**63.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,349 global accepts · Rating: 900 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: greedy, math

[LLM's solution](#)

**64.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[LLM's solution](#)

**65.**

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, strings

[LLM's solution](#)

**66.**

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: games, greedy

[LLM's solution](#)

**67.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[LLM's solution](#)

**68.**

2028A

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

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[LLM's solution](#)

**69.**

2013B

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

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[LLM's solution](#)

**70.**

2005A

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

Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[LLM's solution](#)

**71.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[LLM's solution](#)

**72.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[LLM's solution](#)

**73.**

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[LLM's solution](#)

**74.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,757 global accepts · Rating: 1000 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[LLM's solution](#)

**75.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: greedy

[LLM's solution](#)

**76.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two

pointers

[LLM's solution](#)

**77.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LLM's solution](#)

**78.**

2005B1

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

Quality: 24,753 global accepts · Rating: 1000 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[LLM's solution](#)

**79.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[LLM's solution](#)

**80.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[LLM's solution](#)

**81.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[LLM's solution](#)

**82.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,118 global accepts · Rating: 1000 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: greedy

[LLM's solution](#)

**83.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[LLM's solution](#)

**84.**

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: constructive algorithms, number theory

[LLM's solution](#)

**85.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[LLM's solution](#)

**86.**

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LLM's solution](#)

87.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[LLM's solution](#)

88.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,311 global accepts · Rating: 1100 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory, sortings  
[LLM's solution](#)

89.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: greedy, math  
[LLM's solution](#)

90.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[LLM's solution](#)

91.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math  
[LLM's solution](#)

92.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[LLM's solution](#)

93.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math  
[LLM's solution](#)

94.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[LLM's solution](#)

95.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: binary search, geometry  
[LLM's solution](#)

96.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: math, number theory  
[LLM's solution](#)

97.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[LLM's solution](#)

**98.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[LLM's solution](#)

**99.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[LLM's solution](#)

**100.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: dp, dsu, graphs, math

[LLM's solution](#)

**101.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[LLM's solution](#)

**102.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[LLM's solution](#)

**103.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, two pointers

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**104.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[LLM's solution](#)

**105.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[LLM's solution](#)

**106.**

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[LLM's solution](#)

**107.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[LLM's solution](#)

**108.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers

[LLM's solution](#)

**109.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: binary search, math, number theory

[LLM's solution](#)

**110.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[LLM's solution](#)

**111.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2025-04-16 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[LLM's solution](#)

**112.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: greedy, matrices

[LLM's solution](#)

**113.**

2047C

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

Rating: 1200 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[LLM's solution](#)

**114.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[LLM's solution](#)

**115.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[LLM's solution](#)

**116.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: binary search, math

[LLM's solution](#)

**117.**

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[LLM's solution](#)

**118.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math

[LLM's solution](#)

**119.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, math  
[LLM's solution](#)

**120.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[LLM's solution](#)

**121.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,797 global accepts · Rating: 1300 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[LLM's solution](#)

**122.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures  
[LLM's solution](#)

**123.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1300 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[LLM's solution](#)

**124.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: binary search, math, strings  
[LLM's solution](#)

**125.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[LLM's solution](#)

**126.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: data structures, hashing, implementation  
[LLM's solution](#)

**127.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[LLM's solution](#)

**128.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[LLM's solution](#)

**129.**

1850F

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

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[LLM's solution](#)

### 130.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[LLM's solution](#)

### 131.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[LLM's solution](#)

### 132.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[LLM's solution](#)

### 133.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[LLM's solution](#)

### 134.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[LLM's solution](#)

### 135.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[LLM's solution](#)

### 136.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy

[LLM's solution](#)

### 137.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[LLM's solution](#)

### 138.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math

[LLM's solution](#)

### 139.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers

[LLM's solution](#)

**140.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

[LLM's solution](#)

**141.**

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[LLM's solution](#)

**142.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[LLM's solution](#)

**143.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[LLM's solution](#)

**144.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[LLM's solution](#)

**145.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[LLM's solution](#)

**146.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[LLM's solution](#)

**147.**

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees

[LLM's solution](#)

**148.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1500 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: games, greedy, math, number theory

[LLM's solution](#)

**149.**

2183D1

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

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LLM's solution](#)

**150.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers  
[LLM's solution](#)

**151.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[LLM's solution](#)

**152.**

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, two pointers  
[LLM's solution](#)

**153.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
[LLM's solution](#)

**154.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[LLM's solution](#)

**155.**

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings  
[LLM's solution](#)

**156.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees  
[LLM's solution](#)

**157.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[LLM's solution](#)

**158.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures  
[LLM's solution](#)

**159.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: games  
[LLM's solution](#)

**160.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings

[LLM's solution](#)

**161.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[LLM's solution](#)

**162.**

1843E

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

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2025-04-16 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[LLM's solution](#)

**163.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[LLM's solution](#)

**164.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures

[LLM's solution](#)

**165.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: 2-sat, combinatorics, dp

[LLM's solution](#)

**166.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[LLM's solution](#)

**167.**

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings

[LLM's solution](#)

**168.**

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[LLM's solution](#)

**169.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-06-11 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[LLM's solution](#)

**170.**

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · Python 3 (first AC) · Tags: constructive algorithms

[LLM's solution](#)

**171.**

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[LLM's solution](#)

**172.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: data structures, dp

[LLM's solution](#)

**173.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: dp, strings

[LLM's solution](#)

**174.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math

[LLM's solution](#)

**175.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: games, greedy

[LLM's solution](#)

**176.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[LLM's solution](#)

**177.**

2124D

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

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[LLM's solution](#)

**178.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2025-02-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[LLM's solution](#)

**179.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LLM's solution](#)

**180.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[LLM's solution](#)

**181.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory, sortings

[LLM's solution](#)

**182.**

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[LLM's solution](#)

**183.**

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[LLM's solution](#)

**184.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers

[LLM's solution](#)

**185.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: 1800 · first AC: 2025-09-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[LLM's solution](#)

**186.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[LLM's solution](#)

**187.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-24 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, trees

[LLM's solution](#)

**188.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[LLM's solution](#)

**189.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · last AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, flows, math, number theory

[LLM's solution](#)

**190.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[LLM's solution](#)

**191.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math, number theory

[LLM's solution](#)

**192.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[LLM's solution](#)

**193.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[LLM's solution](#)

**194.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[LLM's solution](#)

**195.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,729 global accepts · Rating: 1800 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[LLM's solution](#)

**196.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[LLM's solution](#)

**197.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[LLM's solution](#)

**198.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[LLM's solution](#)

**199.**

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-02-27 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[LLM's solution](#)

**200.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: dp, math, sortings

[LLM's solution](#)

**201.**

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · PyPy 3-64 (first AC) · Tags: data structures, greedy, two pointers

[LLM's solution](#)

**202.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[LLM's solution](#)

**203.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, strings

[LLM's solution](#)

**204.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[LLM's solution](#)

**205.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,024 global accepts · Rating: 1900 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, dp

[LLM's solution](#)

**206.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[LLM's solution](#)

**207.**

1998C

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

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[LLM's solution](#)

**208.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[LLM's solution](#)

**209.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, sortings

[LLM's solution](#)

**210.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[LLM's solution](#)

**211.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[LLM's solution](#)

**212.**

2138C2

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

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

[LLM's solution](#)

**213.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy

[LLM's solution](#)

**214.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[LLM's solution](#)

**215.**

2028D

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

Quality: 3,741 global accepts · Rating: 2000 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[LLM's solution](#)

**216.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LLM's solution](#)

**217.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[LLM's solution](#)

**218.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[LLM's solution](#)

**219.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[LLM's solution](#)

**220.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[LLM's solution](#)

**221.**

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, implementation  
[LLM's solution](#)

**222.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2200 · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: brute force, interactive, math  
[LLM's solution](#)

**223.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, probabilities  
[LLM's solution](#)

**224.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[LLM's solution](#)

**225.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[LLM's solution](#)

**226.**

2028E

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

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

**227.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp  
[LLM's solution](#)

**228.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths  
[LLM's solution](#)

**229.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees  
[LLM's solution](#)

**230.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, trees  
[LLM's solution](#)

**231.**

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · last AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[LLM's solution](#)

**232.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LLM's solution](#)

**233.**

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**234.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**235.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**236.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**237.**

105928C

[Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**238.**

105928M

[Bridge IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**239.**

105928H

[An AtCoder-style Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**240.**

105928B

[Adventure for Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**241.**

105928K

[Pleasure of Hope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**242.**

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**243.**

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**244.**

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**245.**

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**246.**

105394G

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

Rating: — · first AC: 2025-05-23 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**247.**

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**248.**

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**249.**

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**250.**

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**251.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**252.**

105394B

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

Rating: — · first AC: 2025-05-23 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**253.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**254.**

104990I

[Inspecting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**255.**

104990E

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

Rating: — · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**256.**

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**257.**

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**258.**

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**259.**

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**260.**

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**261.**

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[LLM's solution](#)

**262.**

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: —

[LLM's solution](#)

**263.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[LLM's solution](#)

**264.**

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[LLM's solution](#)

**265.**

102697031

[2001: A Space Odyssey · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**266.**

102697028

[Funny Numbers · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**267.**

102697027

[Money Sum · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**268.**

102697026

[Competition Rules · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**269.**

102697019

[Boomilever · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**270.**

102697018

[Machines · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**271.**

102697017

[Chem Lab: Cross the Charges · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**272.**

102697016

[Gravity Vehicle Testing · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**273.**

102697030

[World Cup \(Easier Version\) · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**274.**

102697029

[Gooooooooooal! · Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**275.**

102697012

[Easy Exponentials](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**276.**

102697011

[Ski Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**277.**

102697010

[Points per Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**278.**

102697009

[Hello CodeRams](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**279.**

102697007

[Clock Seconds](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**280.**

102697006

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**281.**

102697005

[Fizz Buzz](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**282.**

102697004

[Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**283.**

102697003

[Triangle Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**284.**

102697002

[Triple Product](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**285.**

102697001

[Square The Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · Python 3 (first AC) · Tags: —

[LLM's solution](#)

**286.**

102212B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · PyPy 3 (first AC) · Tags: —

[LLM's solution](#)

**287.**

102212A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-13 · PyPy 3 (first AC) · Tags: —

[LLM's solution](#)