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Unique solved — LearnerARTHAS

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

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Filters: none

Count: 606

- 1.**
2211A
[Antimedial Deletion](#) · [Tutorial](#)
Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[LearnerARTHAS's solution](#)
- 2.**
2218A
[The 67th Integer Problem](#) · [Tutorial](#)
Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math
[LearnerARTHAS's solution](#)
- 3.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,848 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[LearnerARTHAS's solution](#)
- 4.**
2172A
[ASCII Art Contest](#) · [Tutorial](#)
Quality: 14,565 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[LearnerARTHAS's solution](#)
- 5.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,571 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[LearnerARTHAS's solution](#)
- 6.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,764 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[LearnerARTHAS's solution](#)
- 7.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[LearnerARTHAS's solution](#)
- 8.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[LearnerARTHAS's solution](#)
- 9.**
2193B
[Reverse a Permutation](#) · [Tutorial](#)
Quality: 30,131 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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10.

2193A

[DBMB and the Array](#) · Tutorial

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11.

2189A

[Table with Numbers](#) · Tutorial

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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12.

2178A

[Yes or Yes](#) · Tutorial

Quality: 25,746 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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13.

2179B

[Blackslex and Showering](#) · Tutorial

Quality: 28,346 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

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14.

2179A

[Blackslex and Password](#) · Tutorial

Quality: 34,434 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

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15.

2173A

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Quality: 23,788 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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16.

2171A

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Quality: 37,257 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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17.

106137E

[Computer Game](#) · Tutorial

Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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18.

2140A

[Shift Sort](#) · Tutorial

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[LearnerARTHAS's solution](#)

19.

2134A

[Painting With Two Colors](#) · Tutorial

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

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20.

2133B

[Villagers](#) · Tutorial

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[LearnerARTHAS's solution](#)

21.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[LearnerARTHAS's solution](#)

22.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[LearnerARTHAS's solution](#)

23.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[LearnerARTHAS's solution](#)

24.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,534 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

25.

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[LearnerARTHAS's solution](#)

26.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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27.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,707 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[LearnerARTHAS's solution](#)

28.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,109 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[LearnerARTHAS's solution](#)

29.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[LearnerARTHAS's solution](#)

30.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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31.

2110A

[Fashionable Array](#) · [Tutorial](#)

Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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32.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,363 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[LearnerARTHAS's solution](#)

33.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,846 global accepts · Rating: 800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[LearnerARTHAS's solution](#)

34.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

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35.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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36.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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37.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[LearnerARTHAS's solution](#)

38.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LearnerARTHAS's solution](#)

39.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LearnerARTHAS's solution](#)

40.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LearnerARTHAS's solution](#)

41.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[LearnerARTHAS's solution](#)

42.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LearnerARTHAS's solution](#)

43.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[LearnerARTHAS's solution](#)

44.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[LearnerARTHAS's solution](#)

45.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,571 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[LearnerARTHAS's solution](#)

46.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LearnerARTHAS's solution](#)

47.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LearnerARTHAS's solution](#)

48.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[LearnerARTHAS's solution](#)

49.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

50.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[LearnerARTHAS's solution](#)

51.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[LearnerARTHAS's solution](#)

52.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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53.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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54.

1920A

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

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[LearnerARTHAS's solution](#)

55.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[LearnerARTHAS's solution](#)

56.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LearnerARTHAS's solution](#)

57.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

58.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

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59.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,826 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

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60.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[LearnerARTHAS's solution](#)

61.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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62.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,716 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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63.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[LearnerARTHAS's solution](#)

64.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[LearnerARTHAS's solution](#)

65.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[LearnerARTHAS's solution](#)

66.

1850C

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

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[LearnerARTHAS's solution](#)

67.

1850B

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

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[LearnerARTHAS's solution](#)

68.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[LearnerARTHAS's solution](#)

69.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: strings
[LearnerARTHAS's solution](#)

70.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[LearnerARTHAS's solution](#)

71.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[LearnerARTHAS's solution](#)

72.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,977 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[LearnerARTHAS's solution](#)

73.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,961 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[LearnerARTHAS's solution](#)

74.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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75.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[LearnerARTHAS's solution](#)

76.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

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77.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,112 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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78.

106137A

[Make it Divisible by 25](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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79.

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

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80.

2132B

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

Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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81.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[LearnerARTHAS's solution](#)

82.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: strings

[LearnerARTHAS's solution](#)

83.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LearnerARTHAS's solution](#)

84.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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85.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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86.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[LearnerARTHAS's solution](#)

87.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,606 global accepts · Rating: 900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

88.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LearnerARTHAS's solution](#)

89.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[LearnerARTHAS's solution](#)

90.

1878C

[Vasillje in Cacak](#) · [Tutorial](#)

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[LearnerARTHAS's solution](#)

91.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[LearnerARTHAS's solution](#)

92.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[LearnerARTHAS's solution](#)

93.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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94.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[LearnerARTHAS's solution](#)

95.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[LearnerARTHAS's solution](#)

- 96.**
2193C
[Replace and Sum](#) · [Tutorial](#)
Quality: 28,735 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[LearnerARTHAS's solution](#)
- 97.**
106137F
[Gold Rush](#) · [Tutorial](#)
Rating: 1000 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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- 98.**
2132C1
[The Cunning Seller \(easy version\)](#) · [Tutorial](#)
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- 99.**
2120B
[Square Pool](#) · [Tutorial](#)
Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[LearnerARTHAS's solution](#)
- 100.**
2106C
[Cherry Bomb](#) · [Tutorial](#)
Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[LearnerARTHAS's solution](#)
- 101.**
2093C
[Simple Repetition](#) · [Tutorial](#)
Quality: 30,852 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[LearnerARTHAS's solution](#)
- 102.**
2057B
[Gorilla and the Exam](#) · [Tutorial](#)
Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[LearnerARTHAS's solution](#)
- 103.**
2004B
[Game with Doors](#) · [Tutorial](#)
Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[LearnerARTHAS's solution](#)
- 104.**
1894B
[Two Out of Three](#) · [Tutorial](#)
Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[LearnerARTHAS's solution](#)
- 105.**
1861B
[Two Binary Strings](#) · [Tutorial](#)
Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[LearnerARTHAS's solution](#)
- 106.**
1798B
[Three Sevens](#) · [Tutorial](#)
Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[LearnerARTHAS's solution](#)

107.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[LearnerARTHAS's solution](#)

108.

2179C

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

Quality: 22,311 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[LearnerARTHAS's solution](#)

109.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[LearnerARTHAS's solution](#)

110.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[LearnerARTHAS's solution](#)

111.

106137H

[Game on Ranges](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

112.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LearnerARTHAS's solution](#)

113.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[LearnerARTHAS's solution](#)

114.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,757 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[LearnerARTHAS's solution](#)

115.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

116.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[LearnerARTHAS's solution](#)

117.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LearnerARTHAS's solution](#)

118.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[LearnerARTHAS's solution](#)

119.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LearnerARTHAS's solution](#)

120.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[LearnerARTHAS's solution](#)

121.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[LearnerARTHAS's solution](#)

122.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LearnerARTHAS's solution](#)

123.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[LearnerARTHAS's solution](#)

124.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LearnerARTHAS's solution](#)

125.

1966B

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

Quality: 17,214 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LearnerARTHAS's solution](#)

126.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[LearnerARTHAS's solution](#)

127.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[LearnerARTHAS's solution](#)

128.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[LearnerARTHAS's solution](#)

129.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[LearnerARTHAS's solution](#)

130.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[LearnerARTHAS's solution](#)

131.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

132.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[LearnerARTHAS's solution](#)

133.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[LearnerARTHAS's solution](#)

134.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[LearnerARTHAS's solution](#)

135.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[LearnerARTHAS's solution](#)

136.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[LearnerARTHAS's solution](#)

137.

2218E

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

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[LearnerARTHAS's solution](#)

138.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[LearnerARTHAS's solution](#)

139.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[LearnerARTHAS's solution](#)

140.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[LearnerARTHAS's solution](#)

141.

106137D

[Apple Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

142.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,361 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[LearnerARTHAS's solution](#)

143.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[LearnerARTHAS's solution](#)

144.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[LearnerARTHAS's solution](#)

145.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[LearnerARTHAS's solution](#)

146.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LearnerARTHAS's solution](#)

147.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[LearnerARTHAS's solution](#)

148.

1934B

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

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

[LearnerARTHAS's solution](#)

149.

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[LearnerARTHAS's solution](#)

150.

1857C

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

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[LearnerARTHAS's solution](#)

151.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[LearnerARTHAS's solution](#)

152.

2172M

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

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[LearnerARTHAS's solution](#)

153.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[LearnerARTHAS's solution](#)

154.

2179D

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

Quality: 13,520 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[LearnerARTHAS's solution](#)

155.

106137G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

156.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[LearnerARTHAS's solution](#)

157.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[LearnerARTHAS's solution](#)

158.

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[LearnerARTHAS's solution](#)

159.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,556 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[LearnerARTHAS's solution](#)

160.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[LearnerARTHAS's solution](#)

161.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LearnerARTHAS's solution](#)

162.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[LearnerARTHAS's solution](#)

163.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[LearnerARTHAS's solution](#)

164.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[LearnerARTHAS's solution](#)

165.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[LearnerARTHAS's solution](#)

166.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[LearnerARTHAS's solution](#)

167.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[LearnerARTHAS's solution](#)

168.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[LearnerARTHAS's solution](#)

169.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[LearnerARTHAS's solution](#)

170.

1820C

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

Rating: 1300 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[LearnerARTHAS's solution](#)

171.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,661 global accepts · Rating: 1400 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[LearnerARTHAS's solution](#)

172.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,929 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[LearnerARTHAS's solution](#)

173.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[LearnerARTHAS's solution](#)

174.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[LearnerARTHAS's solution](#)

175.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[LearnerARTHAS's solution](#)

176.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[LearnerARTHAS's solution](#)

177.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[LearnerARTHAS's solution](#)

178.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,128 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[LearnerARTHAS's solution](#)

179.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[LearnerARTHAS's solution](#)

180.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[LearnerARTHAS's solution](#)

181.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,026 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[LearnerARTHAS's solution](#)

182.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[LearnerARTHAS's solution](#)

183.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LearnerARTHAS's solution](#)

184.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LearnerARTHAS's solution](#)

185.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[LearnerARTHAS's solution](#)

186.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[LearnerARTHAS's solution](#)

187.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[LearnerARTHAS's solution](#)

188.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[LearnerARTHAS's solution](#)

189.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,970 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[LearnerARTHAS's solution](#)

190.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[LearnerARTHAS's solution](#)

191.

2218F

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

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[LearnerARTHAS's solution](#)

192.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[LearnerARTHAS's solution](#)

193.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[LearnerARTHAS's solution](#)

194.

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[LearnerARTHAS's solution](#)

195.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

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196.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[LearnerARTHAS's solution](#)

197.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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198.

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[LearnerARTHAS's solution](#)

199.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

200.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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201.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[LearnerARTHAS's solution](#)

202.

2172F

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

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[LearnerARTHAS's solution](#)

203.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[LearnerARTHAS's solution](#)

204.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[LearnerARTHAS's solution](#)

205.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[LearnerARTHAS's solution](#)

206.

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[LearnerARTHAS's solution](#)

207.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[LearnerARTHAS's solution](#)

208.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[LearnerARTHAS's solution](#)

209.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[LearnerARTHAS's solution](#)

210.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, math

[LearnerARTHAS's solution](#)

211.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[LearnerARTHAS's solution](#)

212.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[LearnerARTHAS's solution](#)

213.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[LearnerARTHAS's solution](#)

214.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[LearnerARTHAS's solution](#)

215.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[LearnerARTHAS's solution](#)

216.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[LearnerARTHAS's solution](#)

217.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LearnerARTHAS's solution](#)

218.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[LearnerARTHAS's solution](#)

219.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[LearnerARTHAS's solution](#)

220.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[LearnerARTHAS's solution](#)

221.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[LearnerARTHAS's solution](#)

222.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,609 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[LearnerARTHAS's solution](#)

223.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[LearnerARTHAS's solution](#)

224.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[LearnerARTHAS's solution](#)

225.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[LearnerARTHAS's solution](#)

226.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[LearnerARTHAS's solution](#)

227.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[LearnerARTHAS's solution](#)

228.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LearnerARTHAS's solution](#)

229.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[LearnerARTHAS's solution](#)

230.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

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231.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[LearnerARTHAS's solution](#)

232.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[LearnerARTHAS's solution](#)

233.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LearnerARTHAS's solution](#)

234.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[LearnerARTHAS's solution](#)

235.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[LearnerARTHAS's solution](#)

236.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LearnerARTHAS's solution](#)

237.

2025D

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Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[LearnerARTHAS's solution](#)

238.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[LearnerARTHAS's solution](#)

239.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LearnerARTHAS's solution](#)

240.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[LearnerARTHAS's solution](#)

241.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[LearnerARTHAS's solution](#)

242.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[LearnerARTHAS's solution](#)

243.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[LearnerARTHAS's solution](#)

244.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[LearnerARTHAS's solution](#)

245.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[LearnerARTHAS's solution](#)

246.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[LearnerARTHAS's solution](#)

247.

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[LearnerARTHAS's solution](#)

248.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2024-01-20 · last AC: 2025-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp, strings

[LearnerARTHAS's solution](#)

249.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[LearnerARTHAS's solution](#)

250.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[LearnerARTHAS's solution](#)

251.

2064D

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Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[LearnerARTHAS's solution](#)

252.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

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253.

1991E

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Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[LearnerARTHAS's solution](#)

254.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

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255.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[LearnerARTHAS's solution](#)

256.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[LearnerARTHAS's solution](#)

257.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

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258.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

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259.

2179F

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

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[LearnerARTHAS's solution](#)

260.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,328 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

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261.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[LearnerARTHAS's solution](#)

262.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[LearnerARTHAS's solution](#)

263.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[LearnerARTHAS's solution](#)

264.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[LearnerARTHAS's solution](#)

265.

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[LearnerARTHAS's solution](#)

266.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[LearnerARTHAS's solution](#)

267.

2055D

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Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[LearnerARTHAS's solution](#)

268.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
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269.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[LearnerARTHAS's solution](#)

270.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[LearnerARTHAS's solution](#)

271.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees
[LearnerARTHAS's solution](#)

272.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees
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273.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[LearnerARTHAS's solution](#)

274.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs
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275.

2150C

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Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
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276.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
[LearnerARTHAS's solution](#)

277.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[LearnerARTHAS's solution](#)

278.

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LearnerARTHAS's solution](#)

279.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[LearnerARTHAS's solution](#)

280.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[LearnerARTHAS's solution](#)

281.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[LearnerARTHAS's solution](#)

282.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[LearnerARTHAS's solution](#)

283.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[LearnerARTHAS's solution](#)

284.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[LearnerARTHAS's solution](#)

285.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[LearnerARTHAS's solution](#)

286.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[LearnerARTHAS's solution](#)

287.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[LearnerARTHAS's solution](#)

288.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[LearnerARTHAS's solution](#)

289.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[LearnerARTHAS's solution](#)

290.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[LearnerARTHAS's solution](#)

291.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[LearnerARTHAS's solution](#)

292.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LearnerARTHAS's solution](#)

293.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[LearnerARTHAS's solution](#)

294.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[LearnerARTHAS's solution](#)

295.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[LearnerARTHAS's solution](#)

296.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[LearnerARTHAS's solution](#)

297.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[LearnerARTHAS's solution](#)

298.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,417 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[LearnerARTHAS's solution](#)

299.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,482 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[LearnerARTHAS's solution](#)

300.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,943 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[LearnerARTHAS's solution](#)

301.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[LearnerARTHAS's solution](#)

302.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[LearnerARTHAS's solution](#)

303.

2226B

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

Quality: 10,121 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[LearnerARTHAS's solution](#)

304.

2226A

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

Quality: 11,257 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[LearnerARTHAS's solution](#)

305.

2225D

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

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[LearnerARTHAS's solution](#)

306.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[LearnerARTHAS's solution](#)

307.

2225B

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

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[LearnerARTHAS's solution](#)

308.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[LearnerARTHAS's solution](#)

309.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-21 · Python 3 (first AC) · Tags: *special, strings
[LearnerARTHAS's solution](#)

310.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[LearnerARTHAS's solution](#)

311.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[LearnerARTHAS's solution](#)

312.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,151 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[LearnerARTHAS's solution](#)

313.

105941C

[Toxel Nj Sñ Vp't](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

314.

105941B

[g:tdlial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

315.

105941E

[Sitortil](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

316.

105941F

[TubNKi](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

317.

105941G

[vōt Nj Y'rizĒ-Æ](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

318.

105941H

[h Tō Qjep](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

319.

105941M

[YTe@jzff-b](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

320.

105941J

[Ring Trick](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

321.

105941D

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

322.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

323.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

324.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

325.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

326.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

327.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

328.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LearnerARTHAS's solution](#)

329.

105922A

[Genius Cirno's Genius Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

330.

105922B

[Triangle Uika](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

331.

105922H

[Another Palindromes Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

332.

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

333.

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

334.

105922G

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

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

335.

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

336.

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

337.

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

338.

106114M

[Road2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · last AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

339.

106114L

[Larger or Smaller](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

340.

106114H

[SYSU III](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

341.

106114I

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

342.

106114G

[Gray Transform \(Weakened\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

343.

106114F

[SYSU II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

344.

106114A

[Abacus](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

345.

106030D

[g Trip](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

346.

106030I

[Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

347.

106030E

[T b % t Ü](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

348.

106030K

[C v r y b](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

349.

106030C

[Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

350.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

351.

106030J

[Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

352.

105229D

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

353.

105229F

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

354.

105229G

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

355.

105229M

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

356.

105229K

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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357.

105229L

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

358.

105229A

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

359.

105229J

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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360.

105229E

[Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

361.

105930C

[Bracket Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

362.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

363.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

364.

105930H

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

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

365.

105930E

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

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

366.

105930A

[Project Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

367.

105930D

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

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

368.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

369.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

370.

105911F

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

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

371.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

372.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

373.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

374.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

375.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

376.

104396K

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

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

377.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

378.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

379.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

380.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

381.

104396J

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

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

382.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

383.

105851D

[g n Q l Q q y V Q H](#)

Rating: — · first AC: 2025-05-18 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

384.

105851E

[^ n W A P](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

385.

105851G

[Spork](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

386.

105851C

[Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

387.

105851A

[R-d01N2!](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

388.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

389.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

390.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

391.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

392.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

393.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

394.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

395.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

396.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

397.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

398.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

399.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

400.

105578G

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

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

[LearnerARTHAS's solution](#)

401.

105578B

[Magical Palette](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

402.

105578E

[Light Up the Grid](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

403.

105578D

[Dot Product Game](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

404.

105578J

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

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

[LearnerARTHAS's solution](#)

405.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

406.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

407.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

408.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

409.

105588M

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

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

410.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

411.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

412.

105657M

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

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

413.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

414.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

415.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

416.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[LearnerARTHAS's solution](#)

417.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

418.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

419.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

420.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

421.

105632F

[Infinite Loop](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

422.

105632M

[Rejection Sampling](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

423.

105632C

[Middle Point](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

424.

105632B

[Rolling Stones](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

425.

105632L

[Z-order Curve](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

426.

105631J

[Jazz Music from the Er-th](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

427.

105631C

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

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

428.

105631L

[LCM and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

429.

105631D

[Depths of Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

430.

105631K

[King of Card Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

431.

105631E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

432.

105631A

[Anniversary Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

433.

105423A

[Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

434.

105423J

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

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

435.

105423H

[Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

436.

105423K

[Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

437.

105423E

[Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

438.

105423I

[Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

439.

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

440.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

441.

105481I

[Output](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

442.

105481G

[Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

443.

105481D

[Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

444.

105481E

[Auto of C++](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

445.

105481L

[TUNKAL](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

446.

105481J

[Output](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

447.

105481C

[C++20](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

448.

105481B

[Output](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

449.

105481A

[Input](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

450.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

451.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

452.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

453.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

454.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

455.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

456.

105492A

[``Aaawww...`` or ``Aaayyy!!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

457.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

458.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

459.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

460.

105487G

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

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

461.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

462.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

463.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

464.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

465.

105459A

[Build a Computer](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

466.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

467.

105459K

[Farm Management](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

468.

105459M

[Weird Ceiling](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

469.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

470.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

471.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

472.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

473.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

474.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

475.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

476.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

477.

104008J

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

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

478.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

479.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

480.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

481.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

482.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

483.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

484.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

485.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

486.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

487.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

488.

103202F

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

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

489.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

490.

105385M

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

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

491.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

492.

105385J

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

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

493.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

494.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

495.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

496.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

497.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

498.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

499.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

500.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

501.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

502.

103446M

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

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

503.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

504.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

505.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

506.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

507.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

508.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

509.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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510.

104077E

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511.

104077L

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104077G

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513.

104077C

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514.

104077F

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515.

104077J

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516.

103427M

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Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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517.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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518.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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519.

102361J

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Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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520.

102361F

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Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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521.

102361D

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Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

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522.

105358E

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523.

104813C

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Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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524.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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525.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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526.

104813M

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Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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527.

104813L

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528.

104813B

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529.

104857J

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530.

104857C

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531.

104857E

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532.

104857F

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

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

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533.

105336J

[b-Tutorial](#)

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

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534.

105222G

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

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535.

105222F

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

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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536.

105222A

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

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537.

105222B

[Link Summon](#) · [Tutorial](#)

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

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538.

105222I

[Container Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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539.

105222E

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Rating: — · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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540.

105222L

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

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541.

105222H

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

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542.

104065J

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Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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543.

104065E

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Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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544.

104065A

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104065M

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546.

104065H

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Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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547.

104065G

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Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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548.

104065C

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549.

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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550.

105173F

[Factor](#) · [Tutorial](#)

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

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551.

105173E

[Checksum](#) · [Tutorial](#)

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

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552.

105173D

[nIM gAME](#) · [Tutorial](#)

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

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553.

105173J

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

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554.

105173A

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555.

105278M

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556.

105278K

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557.

105278B

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558.

105278I

[d-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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559.

105278F

[Pacman or Shot](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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560.

105278G

[Chocolate Volcano](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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561.

105278A

[Pacman and Russian Roulette](#) · Tutorial

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

562.

105278D

[Wise Splitting](#) · Tutorial

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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563.

105278L

[Strobogrammatic](#) · Tutorial

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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564.

105278C

[s-parkour](#) · Tutorial

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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565.

105278H

[Emblems](#) · Tutorial

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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566.

104891D

[Graph of Maximum Degree 3](#) · Tutorial

Rating: — · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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567.

104891I

[Refresher into Midas](#) · Tutorial

Rating: — · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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568.

104891J

[Teleportation](#) · Tutorial

Rating: — · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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569.

104270F

[Tournament](#) · Tutorial

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

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570.

104270C

[Flippy Sequence](#) · Tutorial

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

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571.

104270J

[Books](#) · Tutorial

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

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572.

104270M

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

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573.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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574.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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575.

104076M

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

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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576.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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577.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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578.

104160L

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579.

104160C

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580.

104160D

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581.

104725H

[W&N2n8b](#)

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582.

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

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

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583.

104459K

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584.

104459B

[Median](#) · [Tutorial](#)

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

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585.

104459L

[Flipping Game](#) · [Tutorial](#)

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

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586.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

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

[LearnerARTHAS's solution](#)

587.

104459F

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

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588.

104459H

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

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589.

104459D

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590.

104459A

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591.

104459M

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592.

104373C

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Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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593.

104373F

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Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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594.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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595.

104373A

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Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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596.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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597.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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598.

103470H

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599.

103470M

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600.

103470C

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Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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601.

103470A

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Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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602.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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603.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[LearnerARTHAS's solution](#)

604.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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605.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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606.

104128I

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

Rating: — · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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