

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

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# Unique solved — MAOooOAM

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

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

Filters: none

Count: 549

1.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[MAOooOAM's solution](#)

2.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[MAOooOAM's solution](#)

3.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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4.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MAOooOAM's solution](#)

5.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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6.

1878A

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

Quality: 78,660 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[MAOooOAM's solution](#)

7.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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8.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,344 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: math

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9.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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**10.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**11.**

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,710 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

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**12.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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**13.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**14.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**15.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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**16.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**17.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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**18.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**19.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

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**20.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**21.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**22.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**23.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**24.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**25.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,027 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**26.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

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**27.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, strings

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**28.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: math

[MAOooOAM's solution](#)

**29.**

1878C

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

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

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**30.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**31.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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**32.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**33.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

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**34.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**35.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[MAOooOAM's solution](#)

**36.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[MAOooOAM's solution](#)

**37.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[MAOooOAM's solution](#)

**38.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[MAOooOAM's solution](#)

**39.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MAOooOAM's solution](#)

**40.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[MAOooOAM's solution](#)

**41.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[MAOooOAM's solution](#)

**42.**

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**43.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[MAOooOAM's solution](#)

**44.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[MAOooOAM's solution](#)

**45.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

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**46.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

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**47.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**48.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**49.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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**50.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 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

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**51.**

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,110 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

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**52.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

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**53.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

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**54.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[MAOooOAM's solution](#)

**55.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MAOooOAM's solution](#)

**56.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[MAOooOAM's solution](#)

**57.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[MAOooOAM's solution](#)

**58.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,827 global accepts · Rating: 1300 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[MAOooOAM's solution](#)

**59.**

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

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**60.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,964 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

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**61.**

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[MAOooOAM's solution](#)

**62.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[MAOooOAM's solution](#)

**63.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[MAOooOAM's solution](#)

**64.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[MAOooOAM's solution](#)

**65.**

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[MAOooOAM's solution](#)

**66.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[MAOooOAM's solution](#)

**67.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math  
[MAOooOAM's solution](#)

**68.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[MAOooOAM's solution](#)

**69.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy  
[MAOooOAM's solution](#)

**70.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[MAOooOAM's solution](#)

**71.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math  
[MAOooOAM's solution](#)

**72.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math  
[MAOooOAM's solution](#)

**73.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search  
[MAOooOAM's solution](#)

**74.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[MAOooOAM's solution](#)

**75.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[MAOooOAM's solution](#)

**76.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive  
[MAOooOAM's solution](#)

**77.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation  
[MAOooOAM's solution](#)

**78.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings  
[MAOooOAM's solution](#)

**79.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[MAOooOAM's solution](#)

**80.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers  
[MAOooOAM's solution](#)

**81.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[MAOooOAM's solution](#)

**82.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math  
[MAOooOAM's solution](#)

**83.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[MAOooOAM's solution](#)

**84.**

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
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**85.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[MAOooOAM's solution](#)

**86.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[MAOooOAM's solution](#)

**87.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory  
[MAOooOAM's solution](#)

**88.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[MAOooOAM's solution](#)

**89.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search  
[MAOooOAM's solution](#)

**90.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings  
[MAOooOAM's solution](#)

**91.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings  
[MAOooOAM's solution](#)

**92.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings  
[MAOooOAM's solution](#)

**93.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[MAOooOAM's solution](#)

**94.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[MAOooOAM's solution](#)

**95.**

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[MAOooOAM's solution](#)

**96.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MAOooOAM's solution](#)

**97.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[MAOooOAM's solution](#)

**98.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[MAOooOAM's solution](#)

**99.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[MAOooOAM's solution](#)

**100.**

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[MAOooOAM's solution](#)

**101.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[MAOooOAM's solution](#)

**102.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[MAOooOAM's solution](#)

**103.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[MAOooOAM's solution](#)

**104.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[MAOooOAM's solution](#)

**105.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[MAOooOAM's solution](#)

**106.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MAOooOAM's solution](#)

**107.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[MAOooOAM's solution](#)

**108.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[MAOooOAM's solution](#)

**109.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[MAOooOAM's solution](#)

**110.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[MAOooOAM's solution](#)

**111.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[MAOooOAM's solution](#)

**112.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[MAOooOAM's solution](#)

**113.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MAOooOAM's solution](#)

**114.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[MAOooOAM's solution](#)

**115.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-11 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[MAOooOAM's solution](#)

**116.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[MAOooOAM's solution](#)

**117.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[MAOooOAM's solution](#)

**118.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[MAOooOAM's solution](#)

**119.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[MAOooOAM's solution](#)

**120.**

1696E

[Placing Jinas](#) · [Tutorial](#)

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

[MAOooOAM's solution](#)

**121.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[MAOooOAM's solution](#)

**122.**

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures

[MAOooOAM's solution](#)

**123.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[MAOooOAM's solution](#)

**124.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[MAOooOAM's solution](#)

**125.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[MAOooOAM's solution](#)

**126.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[MAOooOAM's solution](#)

**127.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[MAOooOAM's solution](#)

**128.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[MAOooOAM's solution](#)

**129.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[MAOooOAM's solution](#)

**130.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MAOooOAM's solution](#)

**131.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[MAOooOAM's solution](#)

**132.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[MAOooOAM's solution](#)

**133.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[MAOooOAM's solution](#)

**134.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · last AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dp, strings

[MAOooOAM's solution](#)

**135.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[MAOooOAM's solution](#)

**136.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[MAOooOAM's solution](#)

**137.**

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[MAOooOAM's solution](#)

**138.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[MAOooOAM's solution](#)

**139.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[MAOooOAM's solution](#)

**140.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[MAOooOAM's solution](#)

**141.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[MAOooOAM's solution](#)

**142.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[MAOooOAM's solution](#)

**143.**

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[MAOooOAM's solution](#)

**144.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[MAOooOAM's solution](#)

**145.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[MAOooOAM's solution](#)

**146.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[MAOooOAM's solution](#)

**147.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[MAOooOAM's solution](#)

**148.**

1852C

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

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

[MAOooOAM's solution](#)

**149.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[MAOooOAM's solution](#)

**150.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[MAOooOAM's solution](#)

**151.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[MAOooOAM's solution](#)

**152.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, two pointers

[MAOooOAM's solution](#)

**153.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[MAOooOAM's solution](#)

**154.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[MAOooOAM's solution](#)

**155.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math

[MAOooOAM's solution](#)

**156.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[MAOooOAM's solution](#)

**157.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[MAOooOAM's solution](#)

**158.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[MAOooOAM's solution](#)

**159.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[MAOooOAM's solution](#)

**160.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[MAOooOAM's solution](#)

**161.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[MAOooOAM's solution](#)

**162.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph

matchings, graphs

[MAOooOAM's solution](#)

**163.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[MAOooOAM's solution](#)

**164.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[MAOooOAM's solution](#)

**165.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[MAOooOAM's solution](#)

**166.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[MAOooOAM's solution](#)

**167.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[MAOooOAM's solution](#)

**168.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[MAOooOAM's solution](#)

**169.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[MAOooOAM's solution](#)

**170.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[MAOooOAM's solution](#)

**171.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[MAOooOAM's solution](#)

**172.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[MAOooOAM's solution](#)

**173.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[MAOooOAM's solution](#)

**174.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[MAOooOAM's solution](#)

**175.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[MAOooOAM's solution](#)

**176.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[MAOooOAM's solution](#)

**177.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation

[MAOooOAM's solution](#)

**178.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[MAOooOAM's solution](#)

**179.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-12 · last AC: 2020-02-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry, trees

[MAOooOAM's solution](#)

**180.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[MAOooOAM's solution](#)

**181.**

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[MAOooOAM's solution](#)

**182.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[MAOooOAM's solution](#)

**183.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[MAOooOAM's solution](#)

**184.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[MAOooOAM's solution](#)

**185.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[MAOooOAM's solution](#)

**186.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[MAOooOAM's solution](#)

**187.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[MAOooOAM's solution](#)

**188.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[MAOooOAM's solution](#)

**189.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[MAOooOAM's solution](#)

**190.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[MAOooOAM's solution](#)

**191.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[MAOooOAM's solution](#)

**192.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-12-02 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation

[MAOooOAM's solution](#)

**193.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[MAOooOAM's solution](#)

**194.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[MAOooOAM's solution](#)

**195.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[MAOooOAM's solution](#)

**196.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[MAOooOAM's solution](#)

**197.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[MAOooOAM's solution](#)

**198.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[MAOooOAM's solution](#)

**199.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[MAOooOAM's solution](#)

**200.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[MAOooOAM's solution](#)

**201.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[MAOooOAM's solution](#)

**202.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[MAOooOAM's solution](#)

**203.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[MAOooOAM's solution](#)

**204.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-11 · last AC: 2020-01-11 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory  
[MAOooOAM's solution](#)

**205.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...  
[MAOooOAM's solution](#)

**206.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees  
[MAOooOAM's solution](#)

**207.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search  
[MAOooOAM's solution](#)

**208.**

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[MAOooOAM's solution](#)

**209.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, trees  
[MAOooOAM's solution](#)

**210.**

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, math  
[MAOooOAM's solution](#)

**211.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**212.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**213.**

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**214.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**215.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**216.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**217.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**218.**

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**219.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**220.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**221.**

104725I

[xyRMe1v,,ri1](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**222.**

104725C

[Vystojal' N](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**223.**

104725J

[WYojqYGouÑE](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**224.**

104725D

[N Reg: ^ ^ U S](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**225.**

104725E

[N N P W](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**226.**

104725G

[P u f S i h i u b](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**227.**

104725H

[W y N 2 n 8 b](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**228.**

104725L

[Q T n 8 b](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**229.**

104725F

[g T n S G P ^ R](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**230.**

104725B

[~ E q N K j](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**231.**

104725A

[u T n i e Q N](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**232.**

104725K

[RSP · Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**233.**

104369G

[Swapping Operation · Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**234.**

104369J

[X Equals Y · Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOOOAM's solution](#)

**235.**

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**236.**

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**237.**

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**238.**

104369E

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

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**239.**

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**240.**

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**241.**

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**242.**

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**243.**

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**244.**

104369A

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

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**245.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**246.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**247.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**248.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**249.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**250.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**251.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**252.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**253.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**254.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**255.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**256.**

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**257.**

104427F

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

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**258.**

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**259.**

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**260.**

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**261.**

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**262.**

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**263.**

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**264.**

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**265.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**266.**

104385E

[Segment-tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**267.**

104385F

[Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**268.**

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · last AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**269.**

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**270.**

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**271.**

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**272.**

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**273.**

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**274.**

104385G

[Copy and Paste](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**275.**

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**276.**

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**277.**

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**278.**

103729G

[Brick](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**279.**

103729J

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

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**280.**

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**281.**

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**282.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**283.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**284.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**285.**

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · last AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**286.**

103729B

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

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**287.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**288.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**289.**

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**290.**

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**291.**

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**292.**

101741H

[Compressed Spanning Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**293.**

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**294.**

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**295.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**296.**

101741J

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

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**297.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**298.**

101741L

[Increasing Costs](#) · [Tutorial](#)

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

[MAOooOAM's solution](#)

**299.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · last AC: 2023-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**300.**

102800N

[Warmup:Expressway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**301.**

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**302.**

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**303.**

102800K

[Forager](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**304.**

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**305.**

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**306.**

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**307.**

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**308.**

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**309.**

102800E

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

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**310.**

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**311.**

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**312.**

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**313.**

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**314.**

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**315.**

104120H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**316.**

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**317.**

104120J

[Joyful City](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**318.**

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**319.**

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**320.**

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**321.**

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**322.**

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**323.**

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**324.**

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**325.**

104120F

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · last AC: 2023-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**326.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · last AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**327.**

104065I

[Mental Abuse To Humans](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · last AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**328.**

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**329.**

104090E

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

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**330.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**331.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**332.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**333.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

334.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

335.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

336.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

337.

104095H

[g-TuQKN •û•lc'R](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

338.

104095D

[ViTzMa](#)

Rating: — · first AC: 2022-12-15 · last AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

339.

104095L

[•YsMa](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

340.

104095G

[vvvvvvvim](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

341.

104095F

[eÄnsEÜW0](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

342.

104095K

[\[PNZin\]VPe†N2](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

343.

104095J

[NOE•UR6N 0 ^se'TCE](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

344.

104095E

[Sñetová](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**345.**

104095C

[bTutefla°-Æ~Ó•è-](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**346.**

104095B

[^•Tutbe>](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**347.**

104095I

[Y\\*Tu3pp,](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**348.**

104095A

[siYÓzab](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**349.**

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · last AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**350.**

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**351.**

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**352.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**353.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**354.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**355.**

104065M

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

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**356.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**357.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**358.**

104081D

[Devil May Cry](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · last AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**359.**

104081B

[Use To Split](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**360.**

104081J

[t^Xkernal](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**361.**

104081K

[S:to:to:](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**362.**

104081L

[.T:vo:la](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**363.**

104081I

[\[.Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**364.**

104081H

[cD:aryNKeA](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**365.**

104081G

[c^ub:Sa](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**366.**

104081E

[w^%Eal](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**367.**

104081C

[mKtjfal](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**368.**

104081F

[OMDja-CE](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**369.**

104081A

[QIerjia](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**370.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**371.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**372.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**373.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**374.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**375.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**376.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**377.**

104076M

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

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**378.**

104077H

[Power of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**379.**

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**380.**

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**381.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**382.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**383.**

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**384.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**385.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**386.**

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**387.**

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**388.**

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**389.**

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**390.**

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**391.**

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**392.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**393.**

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**394.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**395.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**396.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**397.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**398.**

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**399.**

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**400.**

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**401.**

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**402.**

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**403.**

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**404.**

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**405.**

104059C

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

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**406.**

104059A

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

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**407.**

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**408.**

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**409.**

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**410.**

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**411.**

103957E

[Colorful Floor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**412.**

103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**413.**

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · last AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**414.**

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**415.**

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**416.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**417.**

103957L

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

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**418.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**419.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**420.**

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**421.**

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**422.**

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**423.**

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**424.**

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**425.**

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**426.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**427.**

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**428.**

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**429.**

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**430.**

104020K

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

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**431.**

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**432.**

104027E

[b3syRlp<sup>1</sup>](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**433.**

104027I

[jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**434.**

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**435.**

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**436.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**437.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**438.**

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**439.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**440.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**441.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**442.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**443.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

444.

104027G

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

445.

104027J

[runaway problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

446.

104027H

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

447.

104027K

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

448.

104027F

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

449.

104027C

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

450.

104027D

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

451.

104027B

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

452.

104027L

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

453.

104027A

[Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

454.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**455.**

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**456.**

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**457.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**458.**

103860C

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**459.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**460.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**461.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**462.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**463.**

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**464.**

104008J

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

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**465.**

104008C

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

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**466.**

104008L

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

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**467.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**468.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**469.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**470.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**471.**

103145L

[k-th Smallest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**472.**

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**473.**

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**474.**

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**475.**

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**476.**

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**477.**

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**478.**

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**479.**

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**480.**

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**481.**

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**482.**

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**483.**

103960M

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

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**484.**

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**485.**

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**486.**

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**487.**

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**488.**

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**489.**

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**490.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**491.**

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**492.**

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**493.**

103960D

[Displacing Particles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**494.**

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**495.**

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**496.**

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**497.**

103931L

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**498.**

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

499.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

500.

103931M

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

501.

103931H

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

502.

103931A

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

503.

103931E

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

504.

103931N

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

505.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

506.

103941D

[Mocha N Tsiif](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

507.

103941I

[Oshwiciwq v, Tusha](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

508.

103941G

[Mocha N Tsiif](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

509.

103941C

[Serval v, Tsw\(Th](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**510.**

103941K

[YTQyep](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**511.**

103941H

[eEtt4a](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**512.**

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**513.**

103941F

[-E10NKTC](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**514.**

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**515.**

103941E

[Serval v. Dósa](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**516.**

103941A

[Mocha N Test](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[MAOooOAM's solution](#)

**517.**

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MAOooOAM's solution](#)

**518.**

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MAOooOAM's solution](#)

**519.**

103828K

[No Server? !Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MAOooOAM's solution](#)

**520.**

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MAOooOAM's solution](#)

**521.**

103828F

[Subgrid](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**522.**

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[MAOooOAM's solution](#)

**523.**

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