

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

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Unique solved — Moiezen

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

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

Filters: none

Count: 205

- 1.**
1746B
[Rebellion](#) · [Tutorial](#)
Quality: 18,637 global accepts · Rating: 800 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[Moiezen's solution](#)
- 2.**
1746A
[Maxmina](#) · [Tutorial](#)
Quality: 21,066 global accepts · Rating: 800 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Moiezen's solution](#)
- 3.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,511 global accepts · Rating: 800 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Moiezen's solution](#)
- 4.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,688 global accepts · Rating: 800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Moiezen's solution](#)
- 5.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,179 global accepts · Rating: 800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Moiezen's solution](#)
- 6.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,306 global accepts · Rating: 800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Moiezen's solution](#)
- 7.**
2193B
[Reverse a Permutation](#) · [Tutorial](#)
Quality: 30,122 global accepts · Rating: 800 · first AC: 2026-03-09 · last AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Moiezen's solution](#)
- 8.**
2193A
[DBMB and the Array](#) · [Tutorial](#)
Quality: 42,664 global accepts · Rating: 800 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Moiezen's solution](#)
- 9.**
2203A
[Towers of Boxes](#) · [Tutorial](#)
Quality: 18,000 global accepts · Rating: 800 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[Moiezen's solution](#)

10.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,490 global accepts · Rating: 800 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[Moiezen's solution](#)

11.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 800 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Moiezen's solution](#)

12.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,920 global accepts · Rating: 800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Moiezen's solution](#)

13.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Moiezen's solution](#)

14.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math

[Moiezen's solution](#)

15.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,051 global accepts · Rating: 800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Moiezen's solution](#)

16.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,434 global accepts · Rating: 800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[Moiezen's solution](#)

17.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Moiezen's solution](#)

18.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Moiezen's solution](#)

19.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,170 global accepts · Rating: 800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Moiezen's solution](#)

20.

2162A

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

Quality: 41,596 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Moiezen's solution](#)

21.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Moiezen's solution](#)

22.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,928 global accepts · Rating: 800 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Moiezen's solution](#)

23.

769A

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

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

[Moiezen's solution](#)

24.

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, math

[Moiezen's solution](#)

25.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: greedy, implementation

[Moiezen's solution](#)

26.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation

[Moiezen's solution](#)

27.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,162 global accepts · Rating: 800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: math

[Moiezen's solution](#)

28.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,165 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: math

[Moiezen's solution](#)

29.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation, math

[Moiezen's solution](#)

30.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation

[Moiezen's solution](#)

31.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,058 global accepts · Rating: 900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Moiezen's solution](#)

32.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 900 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Moiezen's solution](#)

33.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 900 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Moiezen's solution](#)

34.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,866 global accepts · Rating: 900 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Moiezen's solution](#)

35.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,344 global accepts · Rating: 900 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Moiezen's solution](#)

36.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 900 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Moiezen's solution](#)

37.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: implementation, math

[Moiezen's solution](#)

38.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings

[Moiezen's solution](#)

39.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,723 global accepts · Rating: 1000 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Moiezen's solution](#)

40.

2203B

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

Quality: 14,306 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Moiezen's solution](#)

41.

2192B

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

Quality: 14,554 global accepts · Rating: 1000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Moiezen's solution](#)

42.

2148D

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

Quality: 26,752 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Moiezen's solution](#)

43.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Moiezen's solution](#)

44.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,913 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Moiezen's solution](#)

45.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1000 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: implementation, math
[Moiezen's solution](#)

46.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: implementation
[Moiezen's solution](#)

47.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: combinatorics, math
[Moiezen's solution](#)

48.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Moiezen's solution](#)

49.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,577 global accepts · Rating: 1100 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[Moiezen's solution](#)

50.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,540 global accepts · Rating: 1100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Moiezen's solution](#)

51.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1100 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Moiezen's solution](#)

52.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, math
[Moiezen's solution](#)

53.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: greedy, implementation, strings
[Moiezen's solution](#)

- 54.**
651A
[Joysticks](#) · [Tutorial](#)
Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math
[Moiezen's solution](#)
- 55.**
624B
[Making a String](#) · [Tutorial](#)
Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: greedy, sortings
[Moiezen's solution](#)
- 56.**
2196A
[Game with a Fraction](#) · [Tutorial](#)
Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[Moiezen's solution](#)
- 57.**
2161C
[Loyalty](#) · [Tutorial](#)
Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[Moiezen's solution](#)
- 58.**
2148E
[Split](#) · [Tutorial](#)
Quality: 14,071 global accepts · Rating: 1200 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[Moiezen's solution](#)
- 59.**
2149D
[A and B](#) · [Tutorial](#)
Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Moiezen's solution](#)
- 60.**
875A
[Classroom Watch](#) · [Tutorial](#)
Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math
[Moiezen's solution](#)
- 61.**
765C
[Table Tennis Game 2](#) · [Tutorial](#)
Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: math
[Moiezen's solution](#)
- 62.**
701B
[Cells Not Under Attack](#) · [Tutorial](#)
Quality: 12,549 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: data structures, math
[Moiezen's solution](#)
- 63.**
659C
[Tanya and Toys](#) · [Tutorial](#)
Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: greedy, implementation
[Moiezen's solution](#)
- 64.**
658B
[Bear and Displayed Friends](#) · [Tutorial](#)
Rating: 1200 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: implementation

[Moiezen's solution](#)

65.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: greedy, sortings

[Moiezen's solution](#)

66.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: implementation, math

[Moiezen's solution](#)

67.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[Moiezen's solution](#)

68.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Moiezen's solution](#)

69.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,207 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

[Moiezen's solution](#)

70.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,793 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Moiezen's solution](#)

71.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Moiezen's solution](#)

72.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Moiezen's solution](#)

73.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Moiezen's solution](#)

74.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation

[Moiezen's solution](#)

75.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Moiezen's solution](#)

76.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics

[Moiezen's solution](#)

77.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Moiezen's solution](#)

78.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,651 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Moiezen's solution](#)

79.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,546 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Moiezen's solution](#)

80.

2162D

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

Quality: 12,367 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Moiezen's solution](#)

81.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[Moiezen's solution](#)

82.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,860 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: data structures, expression parsing, math

[Moiezen's solution](#)

83.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Moiezen's solution](#)

84.

2205C

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

Quality: 7,737 global accepts · Rating: 1500 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Moiezen's solution](#)

85.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,039 global accepts · Rating: 1500 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[Moiezen's solution](#)

- 86.**
2200E
[Divisive Battle](#) · [Tutorial](#)
Quality: 8,072 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory
[Moiezen's solution](#)
- 87.**
2195E
[Idiot First Search](#) · [Tutorial](#)
Quality: 8,557 global accepts · Rating: 1500 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[Moiezen's solution](#)
- 88.**
2153C
[Symmetrical Polygons](#) · [Tutorial](#)
Quality: 11,777 global accepts · Rating: 1500 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[Moiezen's solution](#)
- 89.**
2149E
[Hidden Knowledge of the Ancients](#) · [Tutorial](#)
Quality: 9,279 global accepts · Rating: 1500 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[Moiezen's solution](#)
- 90.**
875B
[Sorting the Coins](#) · [Tutorial](#)
Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, two pointers
[Moiezen's solution](#)
- 91.**
744A
[Hongcow Builds A Nation](#) · [Tutorial](#)
Quality: 9,731 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[Moiezen's solution](#)
- 92.**
746D
[Green and Black Tea](#) · [Tutorial](#)
Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[Moiezen's solution](#)
- 93.**
701C
[They Are Everywhere](#) · [Tutorial](#)
Quality: 19,796 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: binary search, strings, two pointers
[Moiezen's solution](#)
- 94.**
659D
[Bicycle Race](#) · [Tutorial](#)
Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: geometry, implementation, math
[Moiezen's solution](#)
- 95.**
620C
[Pearls in a Row](#) · [Tutorial](#)
Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: greedy
[Moiezen's solution](#)
- 96.**
2207C
[Where's My Water?](#) · [Tutorial](#)
Quality: 5,450 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Moiezen's solution](#)

97.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1600 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Moiezen's solution](#)

98.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Moiezen's solution](#)

99.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Moiezen's solution](#)

100.

2162E

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

Quality: 9,338 global accepts · Rating: 1600 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[Moiezen's solution](#)

101.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Moiezen's solution](#)

102.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-30 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Moiezen's solution](#)

103.

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · GNU C++ (first AC) · Tags: constructive algorithms, trees

[Moiezen's solution](#)

104.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: dp, graphs

[Moiezen's solution](#)

105.

2205D

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

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Moiezen's solution](#)

106.

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[Moiezen's solution](#)

107.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Moiezen's solution](#)

108.

827A

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

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

[Moiezen's solution](#)

109.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Moiezen's solution](#)

110.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Moiezen's solution](#)

111.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Moiezen's solution](#)

112.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Moiezen's solution](#)

113.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Moiezen's solution](#)

114.

827B

[High Load](#) · [Tutorial](#)

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

[Moiezen's solution](#)

115.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Moiezen's solution](#)

116.

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Moiezen's solution](#)

117.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++ (first AC) · Tags: constructive algorithms

[Moiezen's solution](#)

118.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Moiezen's solution](#)

119.

2200F

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

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Moiezen's solution](#)

120.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory

[Moiezen's solution](#)

121.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Moiezen's solution](#)

122.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Moiezen's solution](#)

123.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp

[Moiezen's solution](#)

124.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: *special, implementation

[Moiezen's solution](#)

125.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Moiezen's solution](#)

126.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, interactive

[Moiezen's solution](#)

127.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Moiezen's solution](#)

128.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: binary search, brute force, dp, two pointers

[Moiezen's solution](#)

129.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Moiezen's solution](#)

130.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Moiezen's solution](#)

131.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Moiezen's solution](#)

132.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: dp, games

[Moiezen's solution](#)

133.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: math, number theory

[Moiezen's solution](#)

134.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Moiezen's solution](#)

135.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Moiezen's solution](#)

136.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Moiezen's solution](#)

137.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Moiezen's solution](#)

138.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Moiezen's solution](#)

139.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Moiezen's solution](#)

140.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Moiezen's solution](#)

141.

827C

[DNA Evolution](#) · [Tutorial](#)

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

[Moiezen's solution](#)

142.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[Moiezen's solution](#)

143.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: geometry, implementation

[Moiezen's solution](#)

144.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[Moiezen's solution](#)

145.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: binary search, implementation, math

[Moiezen's solution](#)

146.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Moiezen's solution](#)

147.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Moiezen's solution](#)

148.

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Moiezen's solution](#)

149.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Moiezen's solution](#)

150.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Moiezen's solution](#)

151.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Moiezen's solution](#)

152.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: data structures, greedy, two pointers

[Moiezen's solution](#)

153.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2016-08-14 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[Moiezen's solution](#)

154.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Moiezen's solution](#)

155.

2193H

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

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Moiezen's solution](#)

156.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Moiezen's solution](#)

157.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Moiezen's solution](#)

158.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy
[Moiezen's solution](#)

159.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[Moiezen's solution](#)

160.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
[Moiezen's solution](#)

161.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers
[Moiezen's solution](#)

162.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, graphs, greedy
[Moiezen's solution](#)

163.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2016-09-12 · GNU C++ (first AC) · Tags: binary search, data structures, dsu
[Moiezen's solution](#)

164.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: binary search, graphs, matrices
[Moiezen's solution](#)

165.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2016-08-14 · GNU C++ (first AC) · Tags: dp, math, matrices
[Moiezen's solution](#)

166.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: geometry, ternary search
[Moiezen's solution](#)

167.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: combinatorics
[Moiezen's solution](#)

168.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2016-06-30 · GNU C++ (first AC) · Tags: dp

[Moiezen's solution](#)

169.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Moiezen's solution](#)

170.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2017-03-06 · GNU C++ (first AC) · Tags: combinatorics, dp

[Moiezen's solution](#)

171.

91D

[Grocer's Problem](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 2600 · first AC: 2016-08-14 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[Moiezen's solution](#)

172.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: geometry, math

[Moiezen's solution](#)

173.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: divide and conquer, dp, expression parsing

[Moiezen's solution](#)

174.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · GNU C++ (first AC) · Tags: fft, math, strings

[Moiezen's solution](#)

175.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-07-11 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Moiezen's solution](#)

176.

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: data structures, dp, geometry, two pointers

[Moiezen's solution](#)

177.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: geometry

[Moiezen's solution](#)

178.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Moiezen's solution](#)

179.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: dp, graphs, implementation, math
[Moiezen's solution](#)

180.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: dp
[Moiezen's solution](#)

181.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: divide and conquer, math, number theory, trees
[Moiezen's solution](#)

182.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2017-07-09 · GNU C++ (first AC) · Tags: dp, fft, graphs, math, probabilities
[Moiezen's solution](#)

183.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,277 global accepts · Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Moiezen's solution](#)

184.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,322 global accepts · Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Moiezen's solution](#)

185.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,765 global accepts · Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Moiezen's solution](#)

186.

101397F

[Two Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: —
[Moiezen's solution](#)

187.

100518J

[Judges Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-12 · GNU C++ (first AC) · Tags: —
[Moiezen's solution](#)

188.

100541G

[Production Planning](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: —
[Moiezen's solution](#)

189.

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: —
[Moiezen's solution](#)

190.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · last AC: 2017-05-05 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

191.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

192.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

193.

101147F

[Bishops Alliance](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

194.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

195.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

196.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

197.

101147K

[Touristic Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

198.

100603F

[Mirror Trap](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

199.

100603B

[Ice Skates](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

200.

100603D

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

201.

100603E

[Bytie-boy's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

202.

100603H

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

203.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

204.

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)

205.

100603C

[Elephants](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: —

[Moiezen's solution](#)