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Unique solved — MrNachoX

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

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Count: 573

1.

4A

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2.

1982A

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3.

1975A

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4.

1838A

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5.

1797A

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6.

1814A

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Quality: 51,477 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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7.

1805B

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Quality: 19,976 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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8.

1805A

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9.

1776A

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10.

1788A

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11.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, math
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12.

1715A

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13.

1709A

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14.

1706A

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1705A

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16.

1698B

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1698A

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1696A

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19.

1689A

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20.

1686B

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21.

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22.

1691A

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23.

1680B

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24.

1680A

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25.

1678B1

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26.

1678A

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27.

1665A

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28.

1673A

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29.

1672B

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30.

1672A

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31.

1668A

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33.

1658B

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34.

1658A

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1620A

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1617A

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42.

1591A

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43.

1592A

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44.

1569A

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45.

1567A

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46.

1562A

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47.

1539B

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48.

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49.

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50.

1536A

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51.

1535A

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52.

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53.

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54.

1529A

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1527A

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56.

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57.

1520A

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58.

1515A

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59.

910A

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60.

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61.

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63.

1904A

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1705B

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66.

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67.

1689B

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68.

1679A

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69.

1665B

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70.

1668B

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71.

1617B

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72.

1591B

[Array Eversion](#) · [Tutorial](#)

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73.

1610A

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74.

1559B

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75.

1559A

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76.

1543B

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77.

1543A

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78.

1537B

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79.

1535B

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80.

1380A

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81.

1113A

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82.

1975B

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83.

1769B1

[A = 7068D > C\\$0C08CR DC 9C' > C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

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84.

1715B

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math

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85.

1691B

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86.

1659A

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87.

1622B

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88.

1620B

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89.

1569B

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90.

1567B

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91.

1562B

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92.

1539A

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93.

1521A

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94.

1520C

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95.

1515B

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96.

1117B

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97.

1020B

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98.

579A

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99.

1977B

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100.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[MrNachoX's solution](#)

101.

706B

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

Quality: 84,487 global accepts · Rating: 1100 · first AC: 2019-01-07 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[MrNachoX's solution](#)

102.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MrNachoX's solution](#)

103.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[MrNachoX's solution](#)

104.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math, probabilities

[MrNachoX's solution](#)

105.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2023-01-04 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math, ternary search

[MrNachoX's solution](#)

106.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[MrNachoX's solution](#)

107.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MrNachoX's solution](#)

108.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[MrNachoX's solution](#)

109.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[MrNachoX's solution](#)

110.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MrNachoX's solution](#)

111.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[MrNachoX's solution](#)

112.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[MrNachoX's solution](#)

113.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[MrNachoX's solution](#)

114.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MrNachoX's solution](#)

115.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MrNachoX's solution](#)

116.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[MrNachoX's solution](#)

117.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[MrNachoX's solution](#)

118.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[MrNachoX's solution](#)

119.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[MrNachoX's solution](#)

120.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MrNachoX's solution](#)

121.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[MrNachoX's solution](#)

122.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[MrNachoX's solution](#)

123.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,348 global accepts · Rating: 1200 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[MrNachoX's solution](#)

124.

1769C1

[A&TOD CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[MrNachoX's solution](#)

125.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[MrNachoX's solution](#)

126.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[MrNachoX's solution](#)

127.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[MrNachoX's solution](#)

128.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[MrNachoX's solution](#)

129.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[MrNachoX's solution](#)

130.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[MrNachoX's solution](#)

131.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[MrNachoX's solution](#)

132.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[MrNachoX's solution](#)

133.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[MrNachoX's solution](#)

134.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[MrNachoX's solution](#)

135.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MrNachoX's solution](#)

136.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[MrNachoX's solution](#)

137.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[MrNachoX's solution](#)

138.

4C

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

Quality: 108,197 global accepts · Rating: 1300 · first AC: 2017-01-19 · last AC: 2023-01-04 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[MrNachoX's solution](#)

139.

1769C2

[A6700D CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[MrNachoX's solution](#)

140.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[MrNachoX's solution](#)

141.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[MrNachoX's solution](#)

142.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[MrNachoX's solution](#)

143.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[MrNachoX's solution](#)

144.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[MrNachoX's solution](#)

145.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[MrNachoX's solution](#)

146.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MrNachoX's solution](#)

147.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MrNachoX's solution](#)

148.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[MrNachoX's solution](#)

149.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MrNachoX's solution](#)

150.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: greedy, number theory

[MrNachoX's solution](#)

151.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[MrNachoX's solution](#)

152.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[MrNachoX's solution](#)

153.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2017-01-06 · last AC: 2017-01-12 · GNU C++11 (first AC) · Tags: graphs

[MrNachoX's solution](#)

154.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[MrNachoX's solution](#)

155.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, two pointers

[MrNachoX's solution](#)

156.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[MrNachoX's solution](#)

157.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[MrNachoX's solution](#)

158.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[MrNachoX's solution](#)

159.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[MrNachoX's solution](#)

160.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[MrNachoX's solution](#)

161.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[MrNachoX's solution](#)

162.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[MrNachoX's solution](#)

163.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[MrNachoX's solution](#)

164.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2023-01-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

[MrNachoX's solution](#)

165.

1769B2

[A = > C08D|>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[MrNachoX's solution](#)

166.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[MrNachoX's solution](#)

167.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[MrNachoX's solution](#)

168.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[MrNachoX's solution](#)

169.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[MrNachoX's solution](#)

170.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[MrNachoX's solution](#)

171.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
[MrNachoX's solution](#)

172.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[MrNachoX's solution](#)

173.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[MrNachoX's solution](#)

174.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[MrNachoX's solution](#)

175.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[MrNachoX's solution](#)

176.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[MrNachoX's solution](#)

177.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[MrNachoX's solution](#)

178.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: greedy

[MrNachoX's solution](#)

179.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[MrNachoX's solution](#)

180.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[MrNachoX's solution](#)

181.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2024-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[MrNachoX's solution](#)

182.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[MrNachoX's solution](#)

183.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MrNachoX's solution](#)

184.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[MrNachoX's solution](#)

185.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[MrNachoX's solution](#)

186.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[MrNachoX's solution](#)

187.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[MrNachoX's solution](#)

188.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[MrNachoX's solution](#)

189.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[MrNachoX's solution](#)

190.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[MrNachoX's solution](#)

191.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MrNachoX's solution](#)

192.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[MrNachoX's solution](#)

193.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[MrNachoX's solution](#)

194.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[MrNachoX's solution](#)

195.

104C

[Cthulhu](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dsu, trees

[MrNachoX's solution](#)

196.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2019-01-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[MrNachoX's solution](#)

197.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2017-01-10 · last AC: 2017-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[MrNachoX's solution](#)

198.

343B

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

Quality: 17,320 global accepts · Rating: 1600 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[MrNachoX's solution](#)

199.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[MrNachoX's solution](#)

200.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[MrNachoX's solution](#)

201.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar
[MrNachoX's solution](#)

202.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[MrNachoX's solution](#)

203.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[MrNachoX's solution](#)

204.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[MrNachoX's solution](#)

205.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[MrNachoX's solution](#)

206.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
[MrNachoX's solution](#)

207.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[MrNachoX's solution](#)

208.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[MrNachoX's solution](#)

209.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[MrNachoX's solution](#)

210.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[MrNachoX's solution](#)

211.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[MrNachoX's solution](#)

212.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[MrNachoX's solution](#)

213.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[MrNachoX's solution](#)

214.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[MrNachoX's solution](#)

215.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[MrNachoX's solution](#)

216.

1526C2

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

Quality: 29,763 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[MrNachoX's solution](#)

217.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[MrNachoX's solution](#)

218.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[MrNachoX's solution](#)

219.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[MrNachoX's solution](#)

220.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2017-02-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs

[MrNachoX's solution](#)

221.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,787 global accepts · Rating: 1600 · first AC: 2017-01-25 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[MrNachoX's solution](#)

222.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[MrNachoX's solution](#)

223.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[MrNachoX's solution](#)

224.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[MrNachoX's solution](#)

225.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[MrNachoX's solution](#)

226.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[MrNachoX's solution](#)

227.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[MrNachoX's solution](#)

228.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[MrNachoX's solution](#)

229.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[MrNachoX's solution](#)

230.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[MrNachoX's solution](#)

231.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[MrNachoX's solution](#)

232.

1678D

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[MrNachoX's solution](#)

233.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[MrNachoX's solution](#)

234.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[MrNachoX's solution](#)

235.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[MrNachoX's solution](#)

236.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[MrNachoX's solution](#)

237.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MrNachoX's solution](#)

238.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[MrNachoX's solution](#)

239.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[MrNachoX's solution](#)

240.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2021-03-21 · last AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[MrNachoX's solution](#)

241.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[MrNachoX's solution](#)

242.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[MrNachoX's solution](#)

243.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[MrNachoX's solution](#)

244.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[MrNachoX's solution](#)

245.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[MrNachoX's solution](#)

246.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[MrNachoX's solution](#)

247.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[MrNachoX's solution](#)

248.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[MrNachoX's solution](#)

249.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[MrNachoX's solution](#)

250.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-02-19 · last AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[MrNachoX's solution](#)

251.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[MrNachoX's solution](#)

252.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[MrNachoX's solution](#)

253.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[MrNachoX's solution](#)

254.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[MrNachoX's solution](#)

255.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[MrNachoX's solution](#)

256.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[MrNachoX's solution](#)

257.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[MrNachoX's solution](#)

258.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[MrNachoX's solution](#)

259.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[MrNachoX's solution](#)

260.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[MrNachoX's solution](#)

261.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[MrNachoX's solution](#)

262.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[MrNachoX's solution](#)

263.

200D

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

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, expression parsing, implementation

[MrNachoX's solution](#)

264.

200C

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

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MrNachoX's solution](#)

265.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2017-01-20 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[MrNachoX's solution](#)

266.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[MrNachoX's solution](#)

267.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[MrNachoX's solution](#)

268.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[MrNachoX's solution](#)

269.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[MrNachoX's solution](#)

270.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[MrNachoX's solution](#)

271.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[MrNachoX's solution](#)

272.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[MrNachoX's solution](#)

273.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[MrNachoX's solution](#)

274.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[MrNachoX's solution](#)

275.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[MrNachoX's solution](#)

276.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[MrNachoX's solution](#)

277.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees

[MrNachoX's solution](#)

278.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[MrNachoX's solution](#)

279.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: binary search

[MrNachoX's solution](#)

280.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,910 global accepts · Rating: 1900 · first AC: 2017-01-12 · last AC: 2017-01-13 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[MrNachoX's solution](#)

281.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[MrNachoX's solution](#)

282.

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[MrNachoX's solution](#)

283.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[MrNachoX's solution](#)

284.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[MrNachoX's solution](#)

285.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[MrNachoX's solution](#)

286.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[MrNachoX's solution](#)

287.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[MrNachoX's solution](#)

288.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[MrNachoX's solution](#)

289.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[MrNachoX's solution](#)

290.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[MrNachoX's solution](#)

291.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MrNachoX's solution](#)

292.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[MrNachoX's solution](#)

293.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[MrNachoX's solution](#)

294.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[MrNachoX's solution](#)

295.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[MrNachoX's solution](#)

296.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[MrNachoX's solution](#)

297.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[MrNachoX's solution](#)

298.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[MrNachoX's solution](#)

299.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[MrNachoX's solution](#)

300.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[MrNachoX's solution](#)

301.

128B

[String](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[MrNachoX's solution](#)

302.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[MrNachoX's solution](#)

303.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[MrNachoX's solution](#)

304.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[MrNachoX's solution](#)

305.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[MrNachoX's solution](#)

306.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MrNachoX's solution](#)

307.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[MrNachoX's solution](#)

308.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[MrNachoX's solution](#)

309.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[MrNachoX's solution](#)

310.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2022-04-22 · last AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[MrNachoX's solution](#)

311.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[MrNachoX's solution](#)

312.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[MrNachoX's solution](#)

313.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[MrNachoX's solution](#)

314.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[MrNachoX's solution](#)

315.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[MrNachoX's solution](#)

316.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[MrNachoX's solution](#)

317.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[MrNachoX's solution](#)

318.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[MrNachoX's solution](#)

319.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[MrNachoX's solution](#)

320.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[MrNachoX's solution](#)

321.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[MrNachoX's solution](#)

322.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[MrNachoX's solution](#)

323.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[MrNachoX's solution](#)

324.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[MrNachoX's solution](#)

325.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[MrNachoX's solution](#)

326.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[MrNachoX's solution](#)

327.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[MrNachoX's solution](#)

328.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[MrNachoX's solution](#)

329.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[MrNachoX's solution](#)

330.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[MrNachoX's solution](#)

331.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[MrNachoX's solution](#)

332.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[MrNachoX's solution](#)

333.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[MrNachoX's solution](#)

334.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[MrNachoX's solution](#)

335.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[MrNachoX's solution](#)

336.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math, probabilities

[MrNachoX's solution](#)

337.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[MrNachoX's solution](#)

338.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[MrNachoX's solution](#)

339.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[MrNachoX's solution](#)

340.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[MrNachoX's solution](#)

341.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[MrNachoX's solution](#)

342.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[MrNachoX's solution](#)

343.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[MrNachoX's solution](#)

344.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[MrNachoX's solution](#)

345.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[MrNachoX's solution](#)

346.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[MrNachoX's solution](#)

347.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[MrNachoX's solution](#)

348.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[MrNachoX's solution](#)

349.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MrNachoX's solution](#)

350.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 2600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[MrNachoX's solution](#)

351.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[MrNachoX's solution](#)

352.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[MrNachoX's solution](#)

353.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MrNachoX's solution](#)

354.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[MrNachoX's solution](#)

355.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[MrNachoX's solution](#)

356.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[MrNachoX's solution](#)

357.

1400F

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

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[MrNachoX's solution](#)

358.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MrNachoX's solution](#)

359.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[MrNachoX's solution](#)

360.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[MrNachoX's solution](#)

361.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[MrNachoX's solution](#)

362.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[MrNachoX's solution](#)

363.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

364.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

365.

101221L

[Wire Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

366.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

367.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

368.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

369.

105321H

[Electric Fence for Livestock](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

370.

105321N

[New Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

371.

105321L

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

372.

105321M

[Balloon Market](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

373.

105321K

[Typographic Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

374.

105321J

[Never Add Up to X](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

375.

105321I

[Innovations in Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

376.

105321G

[Garlands](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

377.

105321F

[Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

378.

105321D

[Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[MrNachoX's solution](#)

379.

105321B

[Period Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

380.

105321A

[Advanced tic-tac-toe](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

381.

105321C

[Discovering Ngipito](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

382.

105321E

[Final Showdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

383.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

384.

101239L

[Weather Report](#) · [Tutorial](#)

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

[MrNachoX's solution](#)

385.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

386.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

387.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

388.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

389.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

390.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

391.

101471A

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

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

392.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

393.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

394.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

395.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

396.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

397.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

398.

104869H

[Line Graph Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

399.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

400.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

401.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · last AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: —

[MrNachoX's solution](#)

402.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

403.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

404.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

405.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

406.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

407.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

408.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

409.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

410.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

411.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

412.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

413.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

414.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

415.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

416.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

417.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

418.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

419.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

420.

104857I

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

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

[MrNachoX's solution](#)

421.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

422.

104857G

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

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

423.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

424.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

425.

104857F

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

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[MrNachoX's solution](#)

426.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[MrNachoX's solution](#)

427.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules

[MrNachoX's solution](#)

428.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[MrNachoX's solution](#)

429.

1952A

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

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[MrNachoX's solution](#)

430.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

431.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

432.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

433.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

434.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

435.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

436.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

437.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

438.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

439.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

440.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

441.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

442.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

443.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

444.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[MrNachoX's solution](#)

445.

104891D

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

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

446.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

447.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

448.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

449.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

450.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

451.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

452.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

453.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

454.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

455.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

456.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

457.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

458.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

459.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

460.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

461.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

462.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

463.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

464.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

465.

104686E

[Denormalization](#) · [Tutorial](#)

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

[MrNachoX's solution](#)

466.

104686C

[Constellations](#) · [Tutorial](#)

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

[MrNachoX's solution](#)

467.

104686L

[The Game](#) · [Tutorial](#)

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

[MrNachoX's solution](#)

468.

104686D

[Deforestation](#) · [Tutorial](#)

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

[MrNachoX's solution](#)

469.

104531L

[FYC's luv letter](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

470.

103861C

[String-dle Count](#) · [Tutorial](#)

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

[MrNachoX's solution](#)

471.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

472.

103861E

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

473.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

474.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

475.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

476.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

477.

104288K

[Take On Meme](#) · [Tutorial](#)

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

[MrNachoX's solution](#)

478.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

479.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

480.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

481.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

482.

104345H

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

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

483.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

484.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

485.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

486.

102511B

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

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

487.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

488.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

489.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

490.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

491.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

492.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

493.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

494.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

495.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

496.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

497.

104531K

[Xor-permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

498.

104531C

[Catch](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

499.

104531E

[A Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[MrNachoX's solution](#)

500.

104531J

[intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

501.

104531H

[coprime](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

502.

104531M

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

503.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

504.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

505.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

506.

104396K

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

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

507.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

508.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

509.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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510.

104396J

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511.

104396H

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512.

104396I

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513.

104385C

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514.

104385J

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515.

104385K

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516.

104385B

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Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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517.

104385I

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Rating: — · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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518.

104385L

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Rating: — · first AC: 2023-05-26 · Python 3 (first AC) · Tags: —

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519.

104385A

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Rating: — · first AC: 2023-05-26 · Python 3 (first AC) · Tags: —

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520.

104196C

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521.

104196D

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522.

104196A

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523.

104196I

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524.

104196F

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525.

104196E

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Rating: — · first AC: 2023-05-19 · Python 3 (first AC) · Tags: —

[MrNachoX's solution](#)

526.

104196L

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104196M

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528.

104196K

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104196B

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Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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530.

104196J

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Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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531.

104196G

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Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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532.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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533.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

534.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

535.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

536.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

537.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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538.

104207G

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Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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539.

104207A

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Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

540.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

541.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

542.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

543.

104114I

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

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

544.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

545.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

546.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

547.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

548.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

549.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

550.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

551.

104114A

[AppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

552.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

553.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[MrNachoX's solution](#)

554.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[MrNachoX's solution](#)

555.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[MrNachoX's solution](#)

556.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[MrNachoX's solution](#)

557.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[MrNachoX's solution](#)

558.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MrNachoX's solution](#)

559.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, trees

[MrNachoX's solution](#)

560.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

561.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

562.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

563.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

564.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

565.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

566.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

567.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

568.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

569.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

570.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

571.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

572.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)

573.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrNachoX's solution](#)