

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

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# Unique solved — Numbering

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

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

Filters: none

Count: 727

1.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[Numbering's solution](#)

2.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,522 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Numbering's solution](#)

3.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,593 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Numbering's solution](#)

4.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[Numbering's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Numbering's solution](#)

6.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Numbering's solution](#)

7.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Numbering's solution](#)

8.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Numbering's solution](#)

9.

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Numbering's solution](#)

10.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Numbering's solution](#)

**11.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,259 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Numbering's solution](#)

**12.**

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Numbering's solution](#)

**13.**

2125A

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

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Numbering's solution](#)

**14.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Numbering's solution](#)

**15.**

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Numbering's solution](#)

**16.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Numbering's solution](#)

**17.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[Numbering's solution](#)

**18.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Numbering's solution](#)

**19.**

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Numbering's solution](#)

**20.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Numbering's solution](#)

**21.**

2038J

[Waiting for... · Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Numbering's solution](#)

**22.**

2038N

[Fixing the Expression · Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Numbering's solution](#)

**23.**

2029A

[Set · Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Numbering's solution](#)

**24.**

2032A

[Circuit · Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Numbering's solution](#)

**25.**

2027A

[Rectangle Arrangement · Tutorial](#)

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Numbering's solution](#)

**26.**

2035A

[Sliding · Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Numbering's solution](#)

**27.**

2004A

[Closest Point · Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Numbering's solution](#)

**28.**

1804A

[Lame King · Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Numbering's solution](#)

**29.**

1799A

[Recent Actions · Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Numbering's solution](#)

**30.**

1787A

[Exponential Equation · Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Numbering's solution](#)

**31.**

1774A

[Add Plus Minus Sign · Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Numbering's solution](#)

**32.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Numbering's solution](#)

**33.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Numbering's solution](#)

**34.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Numbering's solution](#)

**35.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Numbering's solution](#)

**36.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[Numbering's solution](#)

**37.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[Numbering's solution](#)

**38.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math  
[Numbering's solution](#)

**39.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[Numbering's solution](#)

**40.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[Numbering's solution](#)

**41.**

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[Numbering's solution](#)

**42.**

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[Numbering's solution](#)

**43.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[Numbering's solution](#)

**44.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,031 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[Numbering's solution](#)

**45.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[Numbering's solution](#)

**46.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Numbering's solution](#)

**47.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Numbering's solution](#)

**48.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,540 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[Numbering's solution](#)

**49.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,052 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Numbering's solution](#)

**50.**

2140B

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

Quality: 22,130 global accepts · Rating: 900 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[Numbering's solution](#)

**51.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[Numbering's solution](#)

**52.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Numbering's solution](#)

**53.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Numbering's solution](#)

**54.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Numbering's solution](#)

**55.**

1737A

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

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Numbering's solution](#)

**56.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,536 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Numbering's solution](#)

**57.**

1696B

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

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Numbering's solution](#)

**58.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Numbering's solution](#)

**59.**

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Numbering's solution](#)

**60.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Numbering's solution](#)

**61.**

1593B

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

Quality: 40,640 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Numbering's solution](#)

**62.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Numbering's solution](#)

**63.**

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Numbering's solution](#)

**64.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Numbering's solution](#)

**65.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[Numbering's solution](#)

**66.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[Numbering's solution](#)

**67.**

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[Numbering's solution](#)

**68.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**69.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[Numbering's solution](#)

**70.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[Numbering's solution](#)

**71.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[Numbering's solution](#)

**72.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[Numbering's solution](#)

**73.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[Numbering's solution](#)

- 74.**  
1634C  
[OKEA](#) · [Tutorial](#)  
Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Numbering's solution](#)
- 75.**  
1622B  
[Berland Music](#) · [Tutorial](#)  
Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings  
[Numbering's solution](#)
- 76.**  
1613B  
[Absent Remainder](#) · [Tutorial](#)  
Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Numbering's solution](#)
- 77.**  
1611C  
[Polycarp Recovers the Permutation](#) · [Tutorial](#)  
Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[Numbering's solution](#)
- 78.**  
1607C  
[Minimum Extraction](#) · [Tutorial](#)  
Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[Numbering's solution](#)
- 79.**  
1593C  
[Save More Mice](#) · [Tutorial](#)  
Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[Numbering's solution](#)
- 80.**  
2183B  
[Yet Another MEX Problem](#) · [Tutorial](#)  
Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[Numbering's solution](#)
- 81.**  
2169B  
[Drifting Away](#) · [Tutorial](#)  
Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Numbering's solution](#)
- 82.**  
2155B  
[Abraham's Great Escape](#) · [Tutorial](#)  
Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[Numbering's solution](#)
- 83.**  
2146B  
[Merging the Sets](#) · [Tutorial](#)  
Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[Numbering's solution](#)
- 84.**  
2138A  
[Cake Assignment](#) · [Tutorial](#)  
Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Numbering's solution](#)

**85.**

2125C

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

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Numbering's solution](#)

**86.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[Numbering's solution](#)

**87.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[Numbering's solution](#)

**88.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Numbering's solution](#)

**89.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Numbering's solution](#)

**90.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Numbering's solution](#)

**91.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Numbering's solution](#)

**92.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Numbering's solution](#)

**93.**

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Numbering's solution](#)

**94.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Numbering's solution](#)

**95.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Numbering's solution](#)

**96.**

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

[Numbering's solution](#)

**97.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Numbering's solution](#)

**98.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Numbering's solution](#)

**99.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Numbering's solution](#)

**100.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Numbering's solution](#)

**101.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Numbering's solution](#)

**102.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Numbering's solution](#)

**103.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Numbering's solution](#)

**104.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Numbering's solution](#)

**105.**

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[Numbering's solution](#)

**106.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[Numbering's solution](#)

**107.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Numbering's solution](#)

**108.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Numbering's solution](#)

**109.**

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Numbering's solution](#)

**110.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Numbering's solution](#)

**111.**

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Numbering's solution](#)

**112.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Numbering's solution](#)

**113.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Numbering's solution](#)

**114.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Numbering's solution](#)

**115.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Numbering's solution](#)

**116.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Numbering's solution](#)

**117.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Numbering's solution](#)

**118.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1300 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Numbering's solution](#)

**119.**

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Numbering's solution](#)

**120.**

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Numbering's solution](#)

**121.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Numbering's solution](#)

**122.**

2172M

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

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Numbering's solution](#)

**123.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[Numbering's solution](#)

**124.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Numbering's solution](#)

**125.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[Numbering's solution](#)

**126.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[Numbering's solution](#)

**127.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Numbering's solution](#)

**128.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Numbering's solution](#)

**129.**

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Numbering's solution](#)

**130.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**131.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Numbering's solution](#)

**132.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Numbering's solution](#)

**133.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Numbering's solution](#)

**134.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Numbering's solution](#)

**135.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Numbering's solution](#)

**136.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Numbering's solution](#)

**137.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Numbering's solution](#)

**138.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Numbering's solution](#)

**139.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Numbering's solution](#)

**140.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Numbering's solution](#)

**141.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Numbering's solution](#)

**142.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Numbering's solution](#)

**143.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Numbering's solution](#)

**144.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Numbering's solution](#)

**145.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[Numbering's solution](#)

**146.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Numbering's solution](#)

**147.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Numbering's solution](#)

**148.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Numbering's solution](#)

**149.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Numbering's solution](#)

**150.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Numbering's solution](#)

**151.**

1696C

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

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

[Numbering's solution](#)

**152.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Numbering's solution](#)

**153.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Numbering's solution](#)

**154.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Numbering's solution](#)

**155.**

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Numbering's solution](#)

**156.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Numbering's solution](#)

**157.**

2169D1

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

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[Numbering's solution](#)

**158.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Numbering's solution](#)

**159.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Numbering's solution](#)

**160.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Numbering's solution](#)

**161.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Numbering's solution](#)

**162.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,370 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Numbering's solution](#)

**163.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Numbering's solution](#)

**164.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Numbering's solution](#)

**165.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Numbering's solution](#)

**166.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Numbering's solution](#)

**167.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Numbering's solution](#)

**168.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Numbering's solution](#)

**169.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Numbering's solution](#)

**170.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[Numbering's solution](#)

**171.**

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[Numbering's solution](#)

**172.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Numbering's solution](#)

**173.**

2196B

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

Quality: 8,579 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Numbering's solution](#)

**174.**

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Numbering's solution](#)

**175.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Numbering's solution](#)

**176.**

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Numbering's solution](#)

**177.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Numbering's solution](#)

**178.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Numbering's solution](#)

**179.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Numbering's solution](#)

**180.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Numbering's solution](#)

**181.**

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Numbering's solution](#)

**182.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Numbering's solution](#)

**183.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Numbering's solution](#)

**184.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-09-21 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**185.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Numbering's solution](#)

**186.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Numbering's solution](#)

**187.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Numbering's solution](#)

**188.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Numbering's solution](#)

**189.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Numbering's solution](#)

**190.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Numbering's solution](#)

**191.**

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Numbering's solution](#)

**192.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Numbering's solution](#)

**193.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Numbering's solution](#)

**194.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Numbering's solution](#)

**195.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Numbering's solution](#)

**196.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 1700 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Numbering's solution](#)

**197.**

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Numbering's solution](#)

**198.**

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Numbering's solution](#)

**199.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Numbering's solution](#)

**200.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Numbering's solution](#)

**201.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Numbering's solution](#)

**202.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Numbering's solution](#)

**203.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Numbering's solution](#)

**204.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Numbering's solution](#)

**205.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Numbering's solution](#)

**206.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Numbering's solution](#)

**207.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs  
[Numbering's solution](#)

**208.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[Numbering's solution](#)

**209.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[Numbering's solution](#)

**210.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[Numbering's solution](#)

**211.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Numbering's solution](#)

**212.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[Numbering's solution](#)

**213.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers  
[Numbering's solution](#)

**214.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[Numbering's solution](#)

**215.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[Numbering's solution](#)

**216.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Numbering's solution](#)

**217.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Numbering's solution](#)

**218.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Numbering's solution](#)

**219.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Numbering's solution](#)

**220.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Numbering's solution](#)

**221.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Numbering's solution](#)

**222.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Numbering's solution](#)

**223.**

2196C1

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

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Numbering's solution](#)

**224.**

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Numbering's solution](#)

**225.**

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Numbering's solution](#)

**226.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[Numbering's solution](#)

**227.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Numbering's solution](#)

**228.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Numbering's solution](#)

**229.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Numbering's solution](#)

**230.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Numbering's solution](#)

**231.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Numbering's solution](#)

**232.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Numbering's solution](#)

**233.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Numbering's solution](#)

**234.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Numbering's solution](#)

**235.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Numbering's solution](#)

**236.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Numbering's solution](#)

**237.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Numbering's solution](#)

**238.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Numbering's solution](#)

**239.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Numbering's solution](#)

**240.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Numbering's solution](#)

**241.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[Numbering's solution](#)

**242.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[Numbering's solution](#)

**243.**

2138B

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

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Numbering's solution](#)

**244.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Numbering's solution](#)

**245.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Numbering's solution](#)

**246.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Numbering's solution](#)

**247.**

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Numbering's solution](#)

**248.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings  
[Numbering's solution](#)

**249.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**250.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings  
[Numbering's solution](#)

**251.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees  
[Numbering's solution](#)

**252.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
[Numbering's solution](#)

**253.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp  
[Numbering's solution](#)

**254.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees  
[Numbering's solution](#)

**255.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**256.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[Numbering's solution](#)

**257.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Numbering's solution](#)

**258.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Numbering's solution](#)

**259.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Numbering's solution](#)

**260.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Numbering's solution](#)

**261.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Numbering's solution](#)

**262.**

1707B

[Difference Array](#) · [Tutorial](#)

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

[Numbering's solution](#)

**263.**

1696D

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

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

[Numbering's solution](#)

**264.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Numbering's solution](#)

**265.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Numbering's solution](#)

**266.**

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Numbering's solution](#)

**267.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Numbering's solution](#)

**268.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Numbering's solution](#)

**269.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Numbering's solution](#)

**270.**

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Numbering's solution](#)

**271.**

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Numbering's solution](#)

**272.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Numbering's solution](#)

**273.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Numbering's solution](#)

**274.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Numbering's solution](#)

**275.**

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Numbering's solution](#)

**276.**

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[Numbering's solution](#)

**277.**

2140D

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

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[Numbering's solution](#)

**278.**

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[Numbering's solution](#)

**279.**

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math  
[Numbering's solution](#)

**280.**

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[Numbering's solution](#)

**281.**

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy  
[Numbering's solution](#)

**282.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**283.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings  
[Numbering's solution](#)

**284.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[Numbering's solution](#)

**285.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[Numbering's solution](#)

**286.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[Numbering's solution](#)

**287.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Numbering's solution](#)

**288.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Numbering's solution](#)

**289.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Numbering's solution](#)

**290.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Numbering's solution](#)

**291.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Numbering's solution](#)

**292.**

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Numbering's solution](#)

**293.**

1696E

[Placing Jinas](#) · [Tutorial](#)

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

[Numbering's solution](#)

**294.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Numbering's solution](#)

**295.**

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Numbering's solution](#)

**296.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Numbering's solution](#)

**297.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Numbering's solution](#)

**298.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Numbering's solution](#)

**299.**

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Numbering's solution](#)

**300.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Numbering's solution](#)

**301.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Numbering's solution](#)

**302.**

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Numbering's solution](#)

**303.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Numbering's solution](#)

**304.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Numbering's solution](#)

**305.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Numbering's solution](#)

**306.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Numbering's solution](#)

**307.**

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Numbering's solution](#)

**308.**

1912B

[Blueprint for Seating · Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, math

[Numbering's solution](#)

**309.**

2068C

[Ads · Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Numbering's solution](#)

**310.**

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Numbering's solution](#)

**311.**

2052D

[DAG Serialization · Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Numbering's solution](#)

**312.**

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Numbering's solution](#)

**313.**

2045I

[Microwavable Subsequence · Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Numbering's solution](#)

**314.**

1252G

[Performance Review · Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Numbering's solution](#)

**315.**

1252K

[Addition Robot · Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Numbering's solution](#)

**316.**

2038K

[Grid Walk · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Numbering's solution](#)

**317.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Numbering's solution](#)

**318.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Numbering's solution](#)

**319.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Numbering's solution](#)

**320.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Numbering's solution](#)

**321.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**322.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Numbering's solution](#)

**323.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Numbering's solution](#)

**324.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Numbering's solution](#)

**325.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Numbering's solution](#)

**326.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Numbering's solution](#)

**327.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[Numbering's solution](#)

**328.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Numbering's solution](#)

**329.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[Numbering's solution](#)

**330.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**331.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[Numbering's solution](#)

**332.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Numbering's solution](#)

**333.**

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Numbering's solution](#)

**334.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Numbering's solution](#)

**335.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Numbering's solution](#)

**336.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Numbering's solution](#)

**337.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Numbering's solution](#)

**338.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**339.**

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Numbering's solution](#)

**340.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Numbering's solution](#)

**341.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Numbering's solution](#)

**342.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Numbering's solution](#)

**343.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Numbering's solution](#)

**344.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Numbering's solution](#)

**345.**

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Numbering's solution](#)

**346.**

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Numbering's solution](#)

**347.**

2172L

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

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Numbering's solution](#)

**348.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Numbering's solution](#)

**349.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Numbering's solution](#)

**350.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Numbering's solution](#)

**351.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Numbering's solution](#)

**352.**

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Numbering's solution](#)

**353.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Numbering's solution](#)

**354.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Numbering's solution](#)

**355.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**356.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Numbering's solution](#)

**357.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs,

greedy, probabilities

[Numbering's solution](#)

**358.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Numbering's solution](#)

**359.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Numbering's solution](#)

**360.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Numbering's solution](#)

**361.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Numbering's solution](#)

**362.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Numbering's solution](#)

**363.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-09-21 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**364.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Numbering's solution](#)

**365.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Numbering's solution](#)

**366.**

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[Numbering's solution](#)

**367.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[Numbering's solution](#)

**368.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math  
[Numbering's solution](#)

**369.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory  
[Numbering's solution](#)

**370.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[Numbering's solution](#)

**371.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[Numbering's solution](#)

**372.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**373.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**374.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees  
[Numbering's solution](#)

**375.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation  
[Numbering's solution](#)

**376.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[Numbering's solution](#)

**377.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings  
[Numbering's solution](#)

**378.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-09-21 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**379.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**380.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Numbering's solution](#)

**381.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Numbering's solution](#)

**382.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Numbering's solution](#)

**383.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Numbering's solution](#)

**384.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Numbering's solution](#)

**385.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Numbering's solution](#)

**386.**

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Numbering's solution](#)

**387.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[Numbering's solution](#)

**388.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[Numbering's solution](#)

**389.**

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings  
[Numbering's solution](#)

**390.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees  
[Numbering's solution](#)

**391.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · last AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[Numbering's solution](#)

**392.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings  
[Numbering's solution](#)

**393.**

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings  
[Numbering's solution](#)

**394.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers  
[Numbering's solution](#)

**395.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[Numbering's solution](#)

**396.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities  
[Numbering's solution](#)

**397.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Numbering's solution](#)

**398.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Numbering's solution](#)

**399.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Numbering's solution](#)

**400.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Numbering's solution](#)

**401.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Numbering's solution](#)

**402.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[Numbering's solution](#)

**403.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Numbering's solution](#)

**404.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Numbering's solution](#)

**405.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Numbering's solution](#)

**406.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Numbering's solution](#)

**407.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Numbering's solution](#)

**408.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Numbering's solution](#)

**409.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Numbering's solution](#)

**410.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Numbering's solution](#)

**411.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[Numbering's solution](#)

**412.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Numbering's solution](#)

**413.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Numbering's solution](#)

**414.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Numbering's solution](#)

**415.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Numbering's solution](#)

**416.**

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[Numbering's solution](#)

**417.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Numbering's solution](#)

**418.**

2073C

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

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**419.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Numbering's solution](#)

**420.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, trees

[Numbering's solution](#)

**421.**

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Numbering's solution](#)

**422.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Numbering's solution](#)

**423.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Numbering's solution](#)

**424.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[Numbering's solution](#)

**425.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Numbering's solution](#)

**426.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Numbering's solution](#)

**427.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Numbering's solution](#)

**428.**

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**429.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**430.**

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Numbering's solution](#)

**431.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**432.**

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[Numbering's solution](#)

**433.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[Numbering's solution](#)

**434.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Numbering's solution](#)

**435.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[Numbering's solution](#)

**436.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Numbering's solution](#)

**437.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**438.**

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Numbering's solution](#)

**439.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Numbering's solution](#)

**440.**

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Numbering's solution](#)

**441.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[Numbering's solution](#)

**442.**

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**443.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Numbering's solution](#)

**444.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Numbering's solution](#)

**445.**

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, two pointers

[Numbering's solution](#)

**446.**

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**447.**

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**448.**

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**449.**

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**450.**

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**451.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**452.**

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**453.**

105394B

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

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**454.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**455.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**456.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**457.**

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**458.**

106193A

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

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**459.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**460.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**461.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**462.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**463.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**464.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**465.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**466.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**467.**

106178B

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

Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**468.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**469.**

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**470.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**471.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**472.**

104017H

[Pandemic Restrictions](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**473.**

104017K

[Gastronomic Event](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**474.**

104017B

[Drone Photo](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**475.**

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**476.**

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**477.**

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**478.**

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**479.**

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**480.**

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**481.**

104017F

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

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**482.**

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**483.**

106185I

[Preparing the Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**484.**

106185H

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**485.**

106185G

[Number of Faces](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**486.**

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**487.**

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**488.**

106185D

[Ancient Game Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**489.**

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**490.**

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**491.**

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**492.**

106189C

[And again the maze](#) · [Tutorial](#)

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

**493.**

106189I

[Agronomist](#) · [Tutorial](#)

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

**494.**

106189J

[Dunno and the cubes](#) · [Tutorial](#)

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

[Numbering's solution](#)

**495.**

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: —

[Numbering's solution](#)

**496.**

106189D

[An oscillating subsequence](#) · [Tutorial](#)

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

[Numbering's solution](#)

**497.**

106189E

[Pluses and minuses](#) · [Tutorial](#)

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

[Numbering's solution](#)

**498.**

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: —

[Numbering's solution](#)

**499.**

106189H

[IP v6](#) · [Tutorial](#)

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

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**500.**

106189M

[Memory Manager](#) · [Tutorial](#)

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

[Numbering's solution](#)

**501.**

106189L

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

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

[Numbering's solution](#)

**502.**

106189G

[Card deck](#) · [Tutorial](#)

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

[Numbering's solution](#)

**503.**

106189A

[Wallpaper](#) · [Tutorial](#)

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

[Numbering's solution](#)

**504.**

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

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

[Numbering's solution](#)

**505.**

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**506.**

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**507.**

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**508.**

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**509.**

106084D

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

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**510.**

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**511.**

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**512.**

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**513.**

105335J

[Jewel Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**514.**

105335F

[Fill T](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**515.**

105335E

[Executive's Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**516.**

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**517.**

105335K

[Kid Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**518.**

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**519.**

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**520.**

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**521.**

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**522.**

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**523.**

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**524.**

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**525.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**526.**

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**527.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**528.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**529.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**530.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**531.**

103640K

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

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Numbering's solution](#)

**532.**

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**533.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**534.**

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**535.**

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**536.**

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**537.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**538.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**539.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**540.**

105677D

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

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**541.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**542.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**543.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**544.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**545.**

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**546.**

105112H

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

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**547.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**548.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**549.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**550.**

105112A

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

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**551.**

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**552.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**553.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**554.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**555.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**556.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**557.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**558.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**559.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**560.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**561.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**562.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**563.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**564.**

104772D

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

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**565.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**566.**

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**567.**

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**568.**

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**569.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**570.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**571.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**572.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**573.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**574.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**575.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**576.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**577.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**578.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**579.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**580.**

105617K

[Petya's Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**581.**

105617H

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

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[Numbering's solution](#)

**582.**

105617F

[Exchange and Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**583.**

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**584.**

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**585.**

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**586.**

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**587.**

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**588.**

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**589.**

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**590.**

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**591.**

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**592.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**593.**

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**594.**

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**595.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**596.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

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

[Numbering's solution](#)

**597.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**598.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

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

[Numbering's solution](#)

**599.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**600.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

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

[Numbering's solution](#)

**601.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Numbering's solution](#)

**602.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**603.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Numbering's solution](#)

**604.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**605.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**606.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**607.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**608.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**609.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**610.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**611.**

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**612.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**613.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**614.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**615.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**616.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**617.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**618.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**619.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**620.**

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**621.**

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**622.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**623.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**624.**

101667H

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

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**625.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**626.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**627.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**628.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**629.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**630.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**631.**

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**632.**

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**633.**

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**634.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**635.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**636.**

105053F

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

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**637.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**638.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**639.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**640.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**641.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**642.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**643.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**644.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**645.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**646.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**647.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**648.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**649.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**650.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**651.**

103438A

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

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**652.**

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**653.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**654.**

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**655.**

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**656.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**657.**

104736J

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

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**658.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Numbering's solution](#)

**659.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**660.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**661.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**662.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**663.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**664.**

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**665.**

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**666.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**667.**

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**668.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**669.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**670.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**671.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**672.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**673.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**674.**

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**675.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**676.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**677.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**678.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**679.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**680.**

104945B

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

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**681.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**682.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**683.**

104945F

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

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**684.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**685.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**686.**

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**687.**

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**688.**

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**689.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**690.**

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**691.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**692.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**693.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**694.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**695.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**696.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**697.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**698.**

104849J

[Traveling Salesperson in an Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**699.**

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**700.**

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**701.**

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**702.**

104849B

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

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**703.**

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**704.**

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**705.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**706.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**707.**

104832I

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

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**708.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**709.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**710.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**711.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**712.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**713.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**714.**

104114D

[Divisible by 4 Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**715.**

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Numbering's solution](#)

**716.**

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Numbering's solution](#)

**717.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Numbering's solution](#)

**718.**

104114I

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

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**719.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Numbering's solution](#)

**720.**

104114K

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

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Numbering's solution](#)

**721.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Numbering's solution](#)

**722.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Numbering's solution](#)

**723.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Numbering's solution](#)

**724.**

104114F

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

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Numbering's solution](#)

## 725.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Numbering's solution](#)

## 726.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Numbering's solution](#)

## 727.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Numbering's solution](#)