

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

<https://cfelitetracker.vercel.app>

Unique solved — Oshwiciwqq

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

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

Filters: none

Count: 388

1.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,079 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Oshwiciwqq's solution](#)

2.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Oshwiciwqq's solution](#)

3.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Oshwiciwqq's solution](#)

4.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Oshwiciwqq's solution](#)

5.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Oshwiciwqq's solution](#)

6.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Oshwiciwqq's solution](#)

7.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[Oshwiciwqq's solution](#)

8.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Oshwiciwqq's solution](#)

9.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Oshwiciwqq's solution](#)

10.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Oshwiciwqq's solution](#)

11.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Oshwiciwqq's solution](#)

12.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Oshwiciwqq's solution](#)

13.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[Oshwiciwqq's solution](#)

14.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2018-03-21 · last AC: 2018-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Oshwiciwqq's solution](#)

15.

1696B

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

Quality: 36,338 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Oshwiciwqq's solution](#)

16.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Oshwiciwqq's solution](#)

17.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[Oshwiciwqq's solution](#)

18.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Oshwiciwqq's solution](#)

19.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Oshwiciwqq's solution](#)

20.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Oshwiciwqq's solution](#)

21.

1672C

[Unequal Array](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

22.

1656B

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

Quality: 26,813 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Oshwiciwqq's solution](#)

23.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Oshwiciwqq's solution](#)

24.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Oshwiciwqq's solution](#)

25.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Oshwiciwqq's solution](#)

26.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Oshwiciwqq's solution](#)

27.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Oshwiciwqq's solution](#)

28.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Oshwiciwqq's solution](#)

29.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Oshwiciwqq's solution](#)

30.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Oshwiciwqq's solution](#)

31.

1696C

[Fishingprince Plays With Array](#) · Tutorial

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

[Oshwiciwqq's solution](#)

32.

1684C

[Column Swapping](#) · Tutorial

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Oshwiciwqq's solution](#)

33.

1548A

[Web of Lies](#) · Tutorial

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

[Oshwiciwqq's solution](#)

34.

1526B

[I Hate 1111](#) · Tutorial

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

[Oshwiciwqq's solution](#)

35.

1110B

[Tape](#) · Tutorial

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Oshwiciwqq's solution](#)

36.

1046C

[Space Formula](#) · Tutorial

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Oshwiciwqq's solution](#)

37.

1046F

[Splitting money](#) · Tutorial

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Oshwiciwqq's solution](#)

38.

414B

[Mashmikh and ACM](#) · Tutorial

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Oshwiciwqq's solution](#)

39.

545C

[Woodcutters](#) · Tutorial

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Oshwiciwqq's solution](#)

40.

455A

[Boredom](#) · Tutorial

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Oshwiciwqq's solution](#)

41.

1710A

[Color the Picture](#) · Tutorial

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

math

[Oshwiciwqq's solution](#)

42.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Oshwiciwqq's solution](#)

43.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Oshwiciwqq's solution](#)

44.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Oshwiciwqq's solution](#)

45.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Oshwiciwqq's solution](#)

46.

1526C1

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

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

[Oshwiciwqq's solution](#)

47.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Oshwiciwqq's solution](#)

48.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,663 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Oshwiciwqq's solution](#)

49.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[Oshwiciwqq's solution](#)

50.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Oshwiciwqq's solution](#)

51.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[Oshwiciwqq's solution](#)

52.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Oshwiciwqq's solution](#)

53.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Oshwiciwqq's solution](#)

54.

1526C2

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

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

[Oshwiciwqq's solution](#)

55.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[Oshwiciwqq's solution](#)

56.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Oshwiciwqq's solution](#)

57.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, hashing

[Oshwiciwqq's solution](#)

58.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Oshwiciwqq's solution](#)

59.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Oshwiciwqq's solution](#)

60.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Oshwiciwqq's solution](#)

61.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Oshwiciwqq's solution](#)

62.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

63.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[Oshwiciwqq's solution](#)

64.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · last AC: 2022-01-20 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings

[Oshwiciwqq's solution](#)

65.

1548B

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

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

[Oshwiciwqq's solution](#)

66.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Oshwiciwqq's solution](#)

67.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Oshwiciwqq's solution](#)

68.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer

[Oshwiciwqq's solution](#)

69.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Oshwiciwqq's solution](#)

70.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Oshwiciwqq's solution](#)

71.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Oshwiciwqq's solution](#)

72.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Oshwiciwqq's solution](#)

73.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Oshwiciwqq's solution](#)

74.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Oshwiciwqq's solution](#)

75.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Oshwiciwqq's solution](#)

76.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Oshwiciwqq's solution](#)

77.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Oshwiciwqq's solution](#)

78.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[Oshwiciwqq's solution](#)

79.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

80.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2018-08-06 · last AC: 2018-08-06 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[Oshwiciwqq's solution](#)

81.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2018-08-05 · last AC: 2018-08-05 · GNU C++ (first AC) · Tags: combinatorics, divide and

conquer, dp

[Oshwiciwqq's solution](#)

82.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[Oshwiciwqq's solution](#)

83.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[Oshwiciwqq's solution](#)

84.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Oshwiciwqq's solution](#)

85.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2018-07-15 · GNU C++ (first AC) · Tags: divide and conquer, geometry, sortings

[Oshwiciwqq's solution](#)

86.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: 1900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Oshwiciwqq's solution](#)

87.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Oshwiciwqq's solution](#)

88.

1672F1

[Array Shuffling](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

89.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Oshwiciwqq's solution](#)

90.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math

[Oshwiciwqq's solution](#)

91.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Oshwiciwqq's solution](#)

92.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Oshwiciwqq's solution](#)

93.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

94.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

95.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Oshwiciwqq's solution](#)

96.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Oshwiciwqq's solution](#)

97.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: *special, dfs and similar, hashing, strings

[Oshwiciwqq's solution](#)

98.

1710B

[Rain](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

99.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Oshwiciwqq's solution](#)

100.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

101.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Oshwiciwqq's solution](#)

102.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Oshwiciwqq's solution](#)

103.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Oshwiciwqq's solution](#)

104.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2018-08-07 · last AC: 2018-08-07 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Oshwiciwqq's solution](#)

105.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Oshwiciwqq's solution](#)

106.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Oshwiciwqq's solution](#)

107.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Oshwiciwqq's solution](#)

108.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

109.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

110.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Oshwiciwqq's solution](#)

111.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer

[Oshwiciwqq's solution](#)

112.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Oshwiciwqq's solution](#)

113.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Oshwiciwqq's solution](#)

114.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Oshwiciwqq's solution](#)

115.

1672E

[notepad.exe](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

116.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Oshwiciwqq's solution](#)

117.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Oshwiciwqq's solution](#)

118.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Oshwiciwqq's solution](#)

119.

1526D

[Kill Anton](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

120.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Oshwiciwqq's solution](#)

121.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp

[Oshwiciwqq's solution](#)

122.

1046A

[AI robots](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Oshwiciwqq's solution](#)

123.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Oshwiciwqq's solution](#)

124.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Oshwiciwqq's solution](#)

125.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Oshwiciwqq's solution](#)

126.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Oshwiciwqq's solution](#)

127.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2018-07-15 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[Oshwiciwqq's solution](#)

128.

635E

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Oshwiciwqq's solution](#)

129.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Oshwiciwqq's solution](#)

130.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Oshwiciwqq's solution](#)

131.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Oshwiciwqq's solution](#)

132.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Oshwiciwqq's solution](#)

133.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Oshwiciwqq's solution](#)

134.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Oshwiciwqq's solution](#)

135.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Oshwiciwqq's solution](#)

136.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2018-11-04 · last AC: 2018-11-04 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[Oshwiciwqq's solution](#)

137.

1046I

[Say Hello](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Oshwiciwqq's solution](#)

138.

1046B

[Hyperspace Highways](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Oshwiciwqq's solution](#)

139.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Oshwiciwqq's solution](#)

140.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

141.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

142.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[Oshwiciwqq's solution](#)

143.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2018-07-27 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[Oshwiciwqq's solution](#)

144.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2018-07-15 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Oshwiciwqq's solution](#)

145.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[Oshwiciwqq's solution](#)

146.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Oshwiciwqq's solution](#)

147.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Oshwiciwqq's solution](#)

148.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Oshwiciwqq's solution](#)

149.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[Oshwiciwqq's solution](#)

150.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp

[Oshwiciwqq's solution](#)

151.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Oshwiciwqq's solution](#)

152.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2018-07-27 · GNU C++ (first AC) · Tags: divide and conquer

[Oshwiciwqq's solution](#)

153.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-07-17 · last AC: 2018-07-17 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Oshwiciwqq's solution](#)

154.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Oshwiciwqq's solution](#)

155.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-07-15 · last AC: 2018-07-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[Oshwiciwqq's solution](#)

156.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2018-07-12 · last AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Oshwiciwqq's solution](#)

157.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Oshwiciwqq's solution](#)

158.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Oshwiciwqq's solution](#)

159.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Oshwiciwqq's solution](#)

160.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Oshwiciwqq's solution](#)

161.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Oshwiciwqq's solution](#)

162.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2017-11-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Oshwiciwqq's solution](#)

163.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Oshwiciwqq's solution](#)

164.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[Oshwiciwqq's solution](#)

165.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: combinatorics, dp

[Oshwiciwqq's solution](#)

166.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: divide and conquer, dp

[Oshwiciwqq's solution](#)

167.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: dp, number theory

[Oshwiciwqq's solution](#)

168.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Oshwiciwqq's solution](#)

169.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: data structures, trees

[Oshwiciwqq's solution](#)

170.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2018-12-04 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Oshwiciwqq's solution](#)

171.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2018-07-27 · last AC: 2018-07-27 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[Oshwiciwqq's solution](#)

172.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2018-07-27 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[Oshwiciwqq's solution](#)

173.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2018-07-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp, matrices
[Oshwiciwqq's solution](#)

174.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp
[Oshwiciwqq's solution](#)

175.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2018-03-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs
[Oshwiciwqq's solution](#)

176.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2017-08-24 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[Oshwiciwqq's solution](#)

177.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Oshwiciwqq's solution](#)

178.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities
[Oshwiciwqq's solution](#)

179.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —
[Oshwiciwqq's solution](#)

180.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings
[Oshwiciwqq's solution](#)

181.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[Oshwiciwqq's solution](#)

182.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2018-07-16 · last AC: 2018-09-25 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp
[Oshwiciwqq's solution](#)

183.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2018-08-02 · GNU C++ (first AC) · Tags: data structures, divide and conquer, hashing
[Oshwiciwqq's solution](#)

184.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2018-07-17 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[Oshwiciwqq's solution](#)

185.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-11-06 · last AC: 2018-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees
[Oshwiciwqq's solution](#)

186.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics
[Oshwiciwqq's solution](#)

187.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Oshwiciwqq's solution](#)

188.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[Oshwiciwqq's solution](#)

189.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2018-09-01 · last AC: 2018-09-02 · GNU C++ (first AC) · Tags: dp, graphs, trees
[Oshwiciwqq's solution](#)

190.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[Oshwiciwqq's solution](#)

191.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu
[Oshwiciwqq's solution](#)

192.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2018-08-02 · GNU C++ (first AC) · Tags: data structures, divide and conquer
[Oshwiciwqq's solution](#)

193.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees
[Oshwiciwqq's solution](#)

194.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Oshwiciwqq's solution](#)

195.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2018-08-02 · last AC: 2018-08-02 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Oshwiciwqq's solution](#)

196.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2018-11-05 · GNU C++11 (first AC) · Tags: greedy, trees

[Oshwiciwqq's solution](#)

197.

102482I

[Triangles](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

198.

102482H

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

Rating: — · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

199.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

200.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

201.

102482F

[Go with the Flow](#) · [Tutorial](#)

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

[Oshwiciwqq's solution](#)

202.

102482K

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

Rating: — · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

203.

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Oshwiciwqq's solution](#)

204.

104023F

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

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

205.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

206.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

207.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

208.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

209.

104023J

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

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

210.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

211.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

212.

104023E

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

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

213.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

214.

103860C

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

Rating: — · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

215.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

216.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

217.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

218.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

219.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

220.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

221.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

222.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

223.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

224.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

225.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

226.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

227.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

228.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · PyPy 3 (first AC) · Tags: —

[Oshwiciwqq's solution](#)

229.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

230.

100917E

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

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

231.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

232.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

233.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

234.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

235.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

236.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

237.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

238.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

239.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

240.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

241.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

242.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

243.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

244.

1662G

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

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Oshwiciwqq's solution](#)

245.

1662K

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

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search

[Oshwiciwqq's solution](#)

246.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Oshwiciwqq's solution](#)

247.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Oshwiciwqq's solution](#)

248.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Oshwiciwqq's solution](#)

249.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs,

implementation, shortest paths

[Oshwiciwqq's solution](#)

250.

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Oshwiciwqq's solution](#)

251.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Oshwiciwqq's solution](#)

252.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Oshwiciwqq's solution](#)

253.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Oshwiciwqq's solution](#)

254.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Oshwiciwqq's solution](#)

255.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Oshwiciwqq's solution](#)

256.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

257.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

258.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

259.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

260.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

261.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

262.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

263.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

264.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

265.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

266.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

267.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

268.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

269.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

270.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

271.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

272.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

273.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

274.

103102I

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

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

275.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

276.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

277.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

278.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

279.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

280.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

281.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

282.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

283.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

284.

103447B

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

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

285.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

286.

103260A

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

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

287.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

288.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

289.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

290.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

291.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

292.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

293.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

294.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

295.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

296.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

297.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

298.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

299.

103438A

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

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

300.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

301.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

302.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

303.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

304.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

305.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

306.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

307.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

308.

103371C

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

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

309.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

310.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

311.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

312.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

313.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

314.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

315.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

316.

103443D

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

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

317.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

318.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

319.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

320.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

321.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

322.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

323.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

324.

103427H

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

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

325.

103427L

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

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

326.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

327.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

328.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

329.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

330.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

331.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

332.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

333.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

334.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

335.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

336.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

337.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

338.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

339.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

340.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

341.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

342.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

343.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

344.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

345.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

346.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

347.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

348.

102992I

[Interested in Skiing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

349.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

350.

102992H

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

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

351.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

352.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

353.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

354.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

355.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

356.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

357.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

358.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

359.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

360.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

361.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

362.

101612B

[Boolean Satisfability](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

363.

101612L

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

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

364.

101612A

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

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

365.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

366.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

367.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

368.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

369.

103069A

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

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

370.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

371.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

372.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

373.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

374.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

375.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

376.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

377.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

378.

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

379.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

380.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

381.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

382.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

383.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · PyPy 3 (first AC) · Tags: —

[Oshwiciwqq's solution](#)

384.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

385.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

386.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

387.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Oshwiciwqq's solution](#)

388.

101879F

[Optimizing Transportation in Portugal](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-27 · GNU C++ (first AC) · Tags: —

[Oshwiciwqq's solution](#)