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Unique solved — PaperCloud

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

Sort: Problem rating · easier first

Filters: none

Count: 945

1.

2211A

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2.

2185B

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3.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,109 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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4.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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5.

2178A

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Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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7.

2180A

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Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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8.

2157A

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Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

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9.

2164A

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Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

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10.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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11.

2122A

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Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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12.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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13.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[PaperCloud's solution](#)

14.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

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15.

2096A

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16.

2084A

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17.

1776A

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18.

2072A

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19.

2069A

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20.

2064A

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21.

2059A

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22.

2061A

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23.

2057A

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24.

2053A

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25.

2051B

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26.

2051A

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27.

2049A

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28.

2048A

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29.

2044C

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30.

2044A

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31.

2042A

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32.

2039A

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33.

2009B

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34.

2009A

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35.

1985B

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36.

1985A

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37.

1984A

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38.

1977A

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39.

1975A

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40.

1968B

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41.

1968A

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42.

1950C

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43.

1950A

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44.

1950B

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45.

1930A

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46.

1916A

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47.

1863A

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48.

1788A

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49.

1791B

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50.

1791A

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51.

1791C

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52.

1787A

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53.

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

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54.

1761A

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55.

1750B

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56.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
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57.

1740B

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58.

1740A

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59.

1688B

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60.

1688A

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61.

1744B

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62.

1744A

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63.

1736A

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64.

1735A

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65.

1739A

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66.

1730A

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67.

1734B

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[PaperCloud's solution](#)

68.

1734A

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69.

1729B

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70.

1729A

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71.

1725A

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72.

1728B

[Best Permutation](#) · [Tutorial](#)

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73.

1728A

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Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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74.

1717A

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Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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75.

1720B

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Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

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76.

1722C

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77.

1721A

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78.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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79.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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80.

1712A

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81.

1713A

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82.

1716B

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83.

1716A

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84.

1673A

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1638A
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- 86.**
1633A
[Div. 7](#) · [Tutorial](#)
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1633B
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1632A
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1631A
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1560C
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1560A
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939A
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96.

2185C

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97.

2178B

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98.

2157B

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99.

2048B

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100.

2042B

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101.

1985D

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102.

1973A

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103.

1951A

[Dual Trigger](#) · [Tutorial](#)

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104.

1758B

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Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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105.

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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106.

1726A

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Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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107.

1720A

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Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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108.

2164B

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Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[PaperCloud's solution](#)

109.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[PaperCloud's solution](#)

110.

2057B

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Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[PaperCloud's solution](#)

111.

2039B

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Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[PaperCloud's solution](#)

112.

1985C

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Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[PaperCloud's solution](#)

113.

1975B

[378QAO and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[PaperCloud's solution](#)

114.

1968C

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Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[PaperCloud's solution](#)

115.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[PaperCloud's solution](#)

116.

1916B

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Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[PaperCloud's solution](#)

117.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,279 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[PaperCloud's solution](#)

118.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[PaperCloud's solution](#)

119.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[PaperCloud's solution](#)

120.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[PaperCloud's solution](#)

121.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[PaperCloud's solution](#)

122.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[PaperCloud's solution](#)

123.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[PaperCloud's solution](#)

124.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[PaperCloud's solution](#)

125.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[PaperCloud's solution](#)

126.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[PaperCloud's solution](#)

127.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++ (first AC) · Tags: implementation

[PaperCloud's solution](#)

128.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[PaperCloud's solution](#)

129.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[PaperCloud's solution](#)

130.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[PaperCloud's solution](#)

131.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[PaperCloud's solution](#)

132.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[PaperCloud's solution](#)

133.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[PaperCloud's solution](#)

134.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[PaperCloud's solution](#)

135.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[PaperCloud's solution](#)

136.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[PaperCloud's solution](#)

137.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[PaperCloud's solution](#)

138.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[PaperCloud's solution](#)

139.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[PaperCloud's solution](#)

140.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[PaperCloud's solution](#)

141.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[PaperCloud's solution](#)

142.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[PaperCloud's solution](#)

143.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[PaperCloud's solution](#)

144.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[PaperCloud's solution](#)

145.

1788B

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

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

[PaperCloud's solution](#)

146.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[PaperCloud's solution](#)

147.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[PaperCloud's solution](#)

148.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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149.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[PaperCloud's solution](#)

150.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[PaperCloud's solution](#)

151.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[PaperCloud's solution](#)

152.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[PaperCloud's solution](#)

153.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[PaperCloud's solution](#)

154.

1673B

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

Quality: 21,783 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[PaperCloud's solution](#)

155.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[PaperCloud's solution](#)

156.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[PaperCloud's solution](#)

157.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
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158.

2196A

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

Quality: 15,839 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[PaperCloud's solution](#)

159.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[PaperCloud's solution](#)

160.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[PaperCloud's solution](#)

161.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[PaperCloud's solution](#)

162.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[PaperCloud's solution](#)

163.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[PaperCloud's solution](#)

164.

2051D

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Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[PaperCloud's solution](#)

165.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[PaperCloud's solution](#)

166.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[PaperCloud's solution](#)

167.

1985E

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Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[PaperCloud's solution](#)

168.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[PaperCloud's solution](#)

169.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[PaperCloud's solution](#)

170.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[PaperCloud's solution](#)

171.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[PaperCloud's solution](#)

172.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[PaperCloud's solution](#)

173.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PaperCloud's solution](#)

174.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[PaperCloud's solution](#)

175.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[PaperCloud's solution](#)

176.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[PaperCloud's solution](#)

177.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[PaperCloud's solution](#)

178.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[PaperCloud's solution](#)

179.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[PaperCloud's solution](#)

180.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[PaperCloud's solution](#)

181.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[PaperCloud's solution](#)

182.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PaperCloud's solution](#)

183.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[PaperCloud's solution](#)

184.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[PaperCloud's solution](#)

185.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[PaperCloud's solution](#)

186.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[PaperCloud's solution](#)

187.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[PaperCloud's solution](#)

188.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[PaperCloud's solution](#)

189.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[PaperCloud's solution](#)

190.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[PaperCloud's solution](#)

191.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[PaperCloud's solution](#)

192.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[PaperCloud's solution](#)

193.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[PaperCloud's solution](#)

194.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[PaperCloud's solution](#)

195.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[PaperCloud's solution](#)

196.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[PaperCloud's solution](#)

197.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[PaperCloud's solution](#)

198.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[PaperCloud's solution](#)

199.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[PaperCloud's solution](#)

200.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PaperCloud's solution](#)

201.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[PaperCloud's solution](#)

202.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[PaperCloud's solution](#)

203.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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204.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

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205.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

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206.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

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207.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

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208.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[PaperCloud's solution](#)

209.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[PaperCloud's solution](#)

210.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PaperCloud's solution](#)

211.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[PaperCloud's solution](#)

212.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[PaperCloud's solution](#)

213.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[PaperCloud's solution](#)

214.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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215.

1740C

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Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[PaperCloud's solution](#)

216.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[PaperCloud's solution](#)

217.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[PaperCloud's solution](#)

218.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[PaperCloud's solution](#)

219.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[PaperCloud's solution](#)

220.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[PaperCloud's solution](#)

221.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[PaperCloud's solution](#)

222.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[PaperCloud's solution](#)

223.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[PaperCloud's solution](#)

224.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,558 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[PaperCloud's solution](#)

225.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[PaperCloud's solution](#)

226.

2069C

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

Quality: 14,828 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[PaperCloud's solution](#)

227.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[PaperCloud's solution](#)

228.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp,

math

[PaperCloud's solution](#)

229.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[PaperCloud's solution](#)

230.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[PaperCloud's solution](#)

231.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[PaperCloud's solution](#)

232.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[PaperCloud's solution](#)

233.

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[PaperCloud's solution](#)

234.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[PaperCloud's solution](#)

235.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[PaperCloud's solution](#)

236.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[PaperCloud's solution](#)

237.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[PaperCloud's solution](#)

238.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[PaperCloud's solution](#)

239.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[PaperCloud's solution](#)

240.

1673C

[Palindrome Basis](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

241.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[PaperCloud's solution](#)

242.

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[PaperCloud's solution](#)

243.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[PaperCloud's solution](#)

244.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[PaperCloud's solution](#)

245.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[PaperCloud's solution](#)

246.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[PaperCloud's solution](#)

247.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[PaperCloud's solution](#)

248.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[PaperCloud's solution](#)

249.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[PaperCloud's solution](#)

250.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[PaperCloud's solution](#)

251.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[PaperCloud's solution](#)

252.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[PaperCloud's solution](#)

253.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[PaperCloud's solution](#)

254.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[PaperCloud's solution](#)

255.

1688D

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

Rating: 1600 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[PaperCloud's solution](#)

256.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[PaperCloud's solution](#)

257.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[PaperCloud's solution](#)

258.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[PaperCloud's solution](#)

259.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[PaperCloud's solution](#)

260.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PaperCloud's solution](#)

261.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[PaperCloud's solution](#)

262.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[PaperCloud's solution](#)

263.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[PaperCloud's solution](#)

264.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[PaperCloud's solution](#)

265.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[PaperCloud's solution](#)

266.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[PaperCloud's solution](#)

267.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[PaperCloud's solution](#)

268.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[PaperCloud's solution](#)

269.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[PaperCloud's solution](#)

270.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[PaperCloud's solution](#)

271.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[PaperCloud's solution](#)

272.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PaperCloud's solution](#)

273.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[PaperCloud's solution](#)

274.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[PaperCloud's solution](#)

275.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[PaperCloud's solution](#)

276.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[PaperCloud's solution](#)

277.

1975D

[Paint the Tree](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

278.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[PaperCloud's solution](#)

279.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[PaperCloud's solution](#)

280.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[PaperCloud's solution](#)

281.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[PaperCloud's solution](#)

282.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[PaperCloud's solution](#)

283.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[PaperCloud's solution](#)

284.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[PaperCloud's solution](#)

285.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[PaperCloud's solution](#)

286.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[PaperCloud's solution](#)

287.

1715C

[Monoblock](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

288.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[PaperCloud's solution](#)

289.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[PaperCloud's solution](#)

290.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[PaperCloud's solution](#)

291.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math
[PaperCloud's solution](#)

292.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[PaperCloud's solution](#)

293.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[PaperCloud's solution](#)

294.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[PaperCloud's solution](#)

295.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[PaperCloud's solution](#)

296.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[PaperCloud's solution](#)

297.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[PaperCloud's solution](#)

298.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[PaperCloud's solution](#)

299.

2039C2

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

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300.

2033F

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301.

1968F

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302.

1965B

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303.

1930D1

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304.

1824B1

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305.

1758D

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306.

1750D

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307.

1740E

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308.

1734D

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309.

1729E

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310.

1725H

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311.

1725M

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312.

1728D

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313.

1720D1

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314.

1721D

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315.

1718A1

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316.

1631D

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317.

2211D

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318.

2180D

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319.

2180C

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320.

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321.

2156D

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322.

2089B1

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323.

2077B

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324.

2064D

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325.

2066B

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326.

2059D

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327.

2053E

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2049D

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329.

2044G2

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330.

2042D

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331.

2009G1

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332.

1977C

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333.

1968G1

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334.

1950G

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335.

1817B

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336.

1791G2

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337.

1787D

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338.

1744E2

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339.

1739D

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340.

1729F

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341.

1717D

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342.

1715D

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343.

1718A2

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344.

1673D

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345.

1560F1

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346.

2196C2

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347.

2178E

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348.

2135C

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349.

2096D

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2074F

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351.

2061E

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352.

2057D

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353.

2051F

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354.

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1984D

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356.

1951E

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1951D

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358.

1788D

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1770D

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1744F

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362.

1725C

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363.

1726D

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364.

1718B

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365.

1712D

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366.

1716D

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367.

1716C

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368.

1638D

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369.

1632D

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370.

514C

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371.

2183E

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372.

2183D2

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373.

2161D

[Locked Out](#) · [Tutorial](#)

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374.

2145E

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375.

2127E

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376.

2124E

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377.

2107D

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378.

1776G

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379.

2074G

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380.

2061F1

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381.

2051G

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382.

2044H

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383.

1975E

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384.

1930D2

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385.

1924B

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386.

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387.

1863E

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388.

1787E

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389.

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390.

1734E

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391.

1725F

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392.

730C

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393.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[PaperCloud's solution](#)

394.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[PaperCloud's solution](#)

395.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[PaperCloud's solution](#)

396.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[PaperCloud's solution](#)

397.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[PaperCloud's solution](#)

398.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[PaperCloud's solution](#)

399.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[PaperCloud's solution](#)

400.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[PaperCloud's solution](#)

401.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[PaperCloud's solution](#)

402.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[PaperCloud's solution](#)

403.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[PaperCloud's solution](#)

404.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[PaperCloud's solution](#)

405.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[PaperCloud's solution](#)

406.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[PaperCloud's solution](#)

407.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[PaperCloud's solution](#)

408.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[PaperCloud's solution](#)

409.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[PaperCloud's solution](#)

410.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[PaperCloud's solution](#)

411.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[PaperCloud's solution](#)

412.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[PaperCloud's solution](#)

413.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[PaperCloud's solution](#)

414.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[PaperCloud's solution](#)

415.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[PaperCloud's solution](#)

416.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[PaperCloud's solution](#)

417.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[PaperCloud's solution](#)

418.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[PaperCloud's solution](#)

419.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[PaperCloud's solution](#)

420.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[PaperCloud's solution](#)

421.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[PaperCloud's solution](#)

422.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[PaperCloud's solution](#)

423.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[PaperCloud's solution](#)

424.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[PaperCloud's solution](#)

425.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[PaperCloud's solution](#)

426.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[PaperCloud's solution](#)

427.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[PaperCloud's solution](#)

428.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[PaperCloud's solution](#)

429.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[PaperCloud's solution](#)

430.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[PaperCloud's solution](#)

431.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[PaperCloud's solution](#)

432.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[PaperCloud's solution](#)

433.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[PaperCloud's solution](#)

434.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[PaperCloud's solution](#)

435.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[PaperCloud's solution](#)

436.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[PaperCloud's solution](#)

437.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[PaperCloud's solution](#)

438.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[PaperCloud's solution](#)

439.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[PaperCloud's solution](#)

440.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[PaperCloud's solution](#)

441.

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[PaperCloud's solution](#)

442.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[PaperCloud's solution](#)

443.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[PaperCloud's solution](#)

444.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[PaperCloud's solution](#)

445.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[PaperCloud's solution](#)

446.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[PaperCloud's solution](#)

447.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[PaperCloud's solution](#)

448.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[PaperCloud's solution](#)

449.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[PaperCloud's solution](#)

450.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[PaperCloud's solution](#)

451.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · last AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[PaperCloud's solution](#)

452.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[PaperCloud's solution](#)

453.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[PaperCloud's solution](#)

454.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[PaperCloud's solution](#)

455.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and

similar, dp, trees

[PaperCloud's solution](#)

456.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[PaperCloud's solution](#)

457.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[PaperCloud's solution](#)

458.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, greedy, interactive

[PaperCloud's solution](#)

459.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, interactive, sortings

[PaperCloud's solution](#)

460.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[PaperCloud's solution](#)

461.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[PaperCloud's solution](#)

462.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[PaperCloud's solution](#)

463.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[PaperCloud's solution](#)

464.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[PaperCloud's solution](#)

465.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[PaperCloud's solution](#)

466.

1688F

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

Rating: 2500 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu

[PaperCloud's solution](#)

467.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[PaperCloud's solution](#)

468.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[PaperCloud's solution](#)

469.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[PaperCloud's solution](#)

470.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[PaperCloud's solution](#)

471.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[PaperCloud's solution](#)

472.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[PaperCloud's solution](#)

473.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: data structures, trees

[PaperCloud's solution](#)

474.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[PaperCloud's solution](#)

475.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[PaperCloud's solution](#)

476.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[PaperCloud's solution](#)

477.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[PaperCloud's solution](#)

478.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, implementation

[PaperCloud's solution](#)

479.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[PaperCloud's solution](#)

480.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[PaperCloud's solution](#)

481.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[PaperCloud's solution](#)

482.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: flows

[PaperCloud's solution](#)

483.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[PaperCloud's solution](#)

484.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[PaperCloud's solution](#)

485.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2018-03-01 · GNU C++ (first AC) · Tags: binary search, dp

[PaperCloud's solution](#)

486.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, trees
[PaperCloud's solution](#)

487.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation
[PaperCloud's solution](#)

488.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar
[PaperCloud's solution](#)

489.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[PaperCloud's solution](#)

490.

105928E

[LCM Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · last AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[PaperCloud's solution](#)

491.

105928J

[k-MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[PaperCloud's solution](#)

492.

105928D

[Phaethon's Melody](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PaperCloud's solution](#)

493.

105928C

[Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PaperCloud's solution](#)

494.

105928M

[Bridge IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PaperCloud's solution](#)

495.

105928B

[Adventure for Black](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[PaperCloud's solution](#)

496.

105928H

[An AtCoder-style Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

497.

105928K

[Pleasure of Hope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

498.

105928L

[AL-1S](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

499.

105928F

[Where the West Wind Ends](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

500.

105928I

[FST: First Search Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

501.

105928A

[Balanced Eating](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

502.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

503.

104288A

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

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

504.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

505.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

506.

104288H

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

Rating: — · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

507.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

508.

105385M

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

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

509.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

510.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

511.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

512.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

513.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

514.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

515.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

516.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

517.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

518.

105254T

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

519.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

520.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

521.

105254W

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

522.

105254P

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

523.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

524.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

525.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

526.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

527.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

528.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

529.

104337H

[Binary Crazyiness](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

530.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

531.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

532.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

533.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

534.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

535.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

536.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

537.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

538.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

539.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

540.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

541.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

542.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

543.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

544.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

545.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

546.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

547.

104772D

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

548.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

549.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

550.

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

551.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

552.

105394H

[Headline Heat](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

553.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

554.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

555.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

556.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

557.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

558.

105394B

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

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

559.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

560.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

561.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

562.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

563.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

564.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

565.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

566.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

567.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

568.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

569.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

570.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

571.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

572.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

573.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

574.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

575.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

576.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

577.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

578.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

579.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

580.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

581.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

582.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

583.

104363J

[XOR String](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

584.

104363D

[Pandemic](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

585.

104363C

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

586.

104363K

[Turn-based Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

587.

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

588.

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

589.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

590.

104363L

[Subxor](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

591.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

592.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

593.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

594.

105578G

[Guess the Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[PaperCloud's solution](#)

595.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

596.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

597.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

598.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

599.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

600.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

601.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

602.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

603.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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604.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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605.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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606.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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607.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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608.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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609.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

610.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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611.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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612.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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613.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

614.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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615.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

616.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

617.

102832J

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

Rating: — · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

618.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

619.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

620.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

621.

102832D

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

Rating: — · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

622.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

623.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

624.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

625.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

626.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

627.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

628.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

629.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

630.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

631.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

632.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

633.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

634.

102471C

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

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

635.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

636.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

637.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

638.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · last AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

639.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

640.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

641.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

642.

103069A

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

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

643.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

644.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

645.

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

646.

102431H

[Mr. Panda and SAD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

647.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

648.

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

649.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · last AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

650.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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651.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

652.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

653.

103389F

[WOWp8k](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

654.

103389J

[g YgCnrizE-Æ](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

655.

104081B

[•ûe%\\$oñH](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

656.

104757H

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

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

657.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

658.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

659.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

660.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

661.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

662.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

663.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

664.

104757A

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

Rating: — · first AC: 2024-10-17 · GNU C11 (first AC) · Tags: —

[PaperCloud's solution](#)

665.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

666.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

667.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

668.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

669.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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670.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

671.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

672.

101964E

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Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

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673.

101964I

[Inversion](#) · [Tutorial](#)

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674.

104725I

[AxyrMe v,rič](#)

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675.

103960K

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

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676.

103960G

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

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677.

103960M

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

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678.

103960C

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

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679.

103960L

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

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680.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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681.

103960H

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

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682.

103960N

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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683.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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684.

103960F

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

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685.

103960D

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

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686.

103960I

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

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687.

103960E

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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688.

103960A

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

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689.

104725J

[Włocławek](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

690.

104725C

[Výstava](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

691.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

692.

104891D

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

693.

104891H

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

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

694.

104891I

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

695.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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696.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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697.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

698.

104945B

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

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

699.

104945F

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

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

700.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

701.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

702.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

703.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

704.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

705.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

706.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

707.

105112H

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

708.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

709.

105112A

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

710.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

711.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

712.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

713.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

714.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

715.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

716.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

717.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

718.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

719.

104768L

[Alea iacta Est](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

720.

104857I

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

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

721.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

722.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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723.

104857C

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

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

724.

104857J

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

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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725.

104857G

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

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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726.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

727.

104857F

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

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[PaperCloud's solution](#)

728.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, implementation

[PaperCloud's solution](#)

729.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, expression parsing, strings

[PaperCloud's solution](#)

730.

104373E

[Pass the Ball!](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

731.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

732.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

733.

104373C

[Laser Trap](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

734.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

735.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

736.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

737.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

738.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

739.

104787D

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

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

740.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

741.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

742.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

743.

104821M

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

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

744.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

745.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

746.

104821F

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

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

747.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

748.

104821A

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

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

749.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

750.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

751.

104076C

[DFS Order 2](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

752.

104076A

[Tower](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

753.

104076D

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

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

[PaperCloud's solution](#)

754.

104076E

[Identical Parity](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

755.

104076M

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

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

[PaperCloud's solution](#)

756.

104076K

[Stack Sort](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

757.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

758.

103202K

[Scholomance Academy](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

759.

103202M

[United in Stormwind](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

760.

103202H

[The Boomsday Project](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

761.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

762.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

763.

103202G

[The Witchwood](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

764.

103466H

[Prince and Princess](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

765.

103466F

[Paper Grading](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

766.

103466B

[Chessboard](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

767.

103466J

[Spy](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

768.

103466K

[Triangle](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

769.

103466C

[Digital Path](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

770.

103466A

[A Hard Problem](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

771.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

772.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

773.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

774.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

775.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

776.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

777.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

778.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

779.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

780.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

781.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

782.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

783.

104065A

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

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

784.

104065M

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

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

785.

104065H

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

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

786.

104065C

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

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

787.

104065G

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

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

788.

104366E

[Triangle Pick](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

789.

104366B

[Problem B](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

790.

104366F

[MPFT](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

791.

104366J

[Less Time on the Road](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

792.

104366L

[Spatial Quantum Energy Theory](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

793.

104366H

[Light the Street](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

794.

104366I

[Subsetting and Summing](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

795.

104366G

[Expected Sum](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

796.

104366D

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

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

[PaperCloud's solution](#)

797.

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

798.

104366A

[Cask Effect](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

799.

104366K

[The Secret Comparison](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

800.

104128E

[Color the Tree](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

801.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

802.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[PaperCloud's solution](#)

803.

104128D

[Chat Program](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

804.

104128B

[Ropeway](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

805.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

806.

104128G

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

[PaperCloud's solution](#)

807.

104128I

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

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

[PaperCloud's solution](#)

808.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

809.

103860G

[Integer Game](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

810.

103860C

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

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

[PaperCloud's solution](#)

811.

103860L

[Paid Leave](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

812.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

813.

103860F

[Modulo](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

814.

103860A

[Mash](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

815.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

816.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

817.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

818.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

819.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

820.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

821.

103931J

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

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

[PaperCloud's solution](#)

822.

103931L

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

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

[PaperCloud's solution](#)

823.

103931M

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

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

[PaperCloud's solution](#)

824.

103931I

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

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

[PaperCloud's solution](#)

825.

103931A

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

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

[PaperCloud's solution](#)

826.

103931H

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

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

[PaperCloud's solution](#)

827.

103931E

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

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

[PaperCloud's solution](#)

828.

103931G

[Gua!](#) · [Tutorial](#)

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

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829.

103931N

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

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

[PaperCloud's solution](#)

830.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

831.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

832.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

833.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

834.

104064G

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

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

835.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

836.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

837.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

838.

104114F

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

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

839.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

840.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

841.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

842.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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843.

103486D

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Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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844.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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845.

103486G

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Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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846.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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847.

103486F

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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848.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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849.

103486B

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

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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850.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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851.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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852.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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853.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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854.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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855.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

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

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856.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

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

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857.

102433M

[Maze Connect](#) · [Tutorial](#)

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

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858.

102433I

[Error Correction](#) · [Tutorial](#)

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

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859.

102433A

[Radio Prize](#) · [Tutorial](#)

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

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860.

102433B

[Perfect Flush](#) · [Tutorial](#)

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

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861.

102433C

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

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862.

102433E

[Rainbow Strings](#) · [Tutorial](#)

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

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863.

102433D

[Dividing By Two](#) · [Tutorial](#)

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

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864.

103941C

[Serval v. Tō Su \(ThH\)](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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865.

104022G

[Photograph](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

866.

104022K

[Browser Games](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

867.

104022B

[The Great Wall](#) · [Tutorial](#)

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

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868.

104022E

[Isomerism](#) · [Tutorial](#)

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

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869.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

870.

104022A

[Best Player](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

871.

104023B

[Recruitment](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

872.

104023K

[I Wanna Maker](#) · [Tutorial](#)

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

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873.

104023D

[Sternhalma](#) · [Tutorial](#)

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

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874.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

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

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875.

104023J

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

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

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876.

104023C

[Grass](#) · [Tutorial](#)

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

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877.

104023G

[Grade 2](#) · [Tutorial](#)

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

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878.

104023E

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

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

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879.

104023A

[Dunai](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

880.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

881.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

882.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

883.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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884.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

885.

104008L

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

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

886.

104008C

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

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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887.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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888.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

889.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

890.

101371G

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

891.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

892.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

893.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

894.

103145M

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

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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895.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

896.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

897.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

898.

103145E

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

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

899.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

900.

102136I

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

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

901.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

902.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · last AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

903.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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904.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[PaperCloud's solution](#)

905.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

906.

103447B

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

Rating: — · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

907.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

908.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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909.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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910.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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911.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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912.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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913.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

914.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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915.

103409K

[Tax](#) · [Tutorial](#)

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

[PaperCloud's solution](#)

916.

103409D

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

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

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917.

103409E

[Buy and Delete](#) · [Tutorial](#)

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

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918.

103409G

[Occupy the Cities](#) · [Tutorial](#)

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

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919.

103409I

[PTSD](#) · [Tutorial](#)

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

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920.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

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

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921.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

922.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

923.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

924.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

925.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

926.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

927.

103427L

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

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

928.

103427B

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

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

929.

103427F

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

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

930.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

931.

103427E

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

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

932.

103186H

[Žitavský šv](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

933.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

934.

103186D

[Zztrans v. Jieqi](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

935.

103186A

[A. V. P. b.](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

936.

103186G

[Žitavský Ői](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

937.

103186E

[Zztrans v. Nival](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

938.

103186C

[A. Vignale & O.](#)

Rating: — · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

939.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

940.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[PaperCloud's solution](#)

941.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

942.

103119L

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

Rating: — · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[PaperCloud's solution](#)

943.

102500J

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

Rating: — · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: —

[PaperCloud's solution](#)

944.

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

[PaperCloud's solution](#)

945.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: —

[PaperCloud's solution](#)