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Unique solved — Pentagon03

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

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

Filters: none

Count: 398

1.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[Pentagon03's solution](#)

2.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Pentagon03's solution](#)

3.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Pentagon03's solution](#)

4.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Pentagon03's solution](#)

5.

1831A

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

Quality: 46,321 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Pentagon03's solution](#)

6.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,382 global accepts · Rating: 800 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Pentagon03's solution](#)

7.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Pentagon03's solution](#)

8.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Pentagon03's solution](#)

9.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Pentagon03's solution](#)

10.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[Pentagon03's solution](#)

11.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings
[Pentagon03's solution](#)

12.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[Pentagon03's solution](#)

13.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[Pentagon03's solution](#)

14.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Pentagon03's solution](#)

15.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[Pentagon03's solution](#)

16.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Pentagon03's solution](#)

17.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Pentagon03's solution](#)

18.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Pentagon03's solution](#)

19.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Pentagon03's solution](#)

20.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Pentagon03's solution](#)

21.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[Pentagon03's solution](#)

22.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Pentagon03's solution](#)

23.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[Pentagon03's solution](#)

24.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Pentagon03's solution](#)

25.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Pentagon03's solution](#)

26.

1758A

[SSeeeiinngg DDoouublllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Pentagon03's solution](#)

27.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Pentagon03's solution](#)

28.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Pentagon03's solution](#)

29.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Pentagon03's solution](#)

30.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Pentagon03's solution](#)

31.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Pentagon03's solution](#)

32.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[Pentagon03's solution](#)

33.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Pentagon03's solution](#)

34.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[Pentagon03's solution](#)

35.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[Pentagon03's solution](#)

36.

1462A

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

Quality: 48,979 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Pentagon03's solution](#)

37.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Pentagon03's solution](#)

38.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities
[Pentagon03's solution](#)

39.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Pentagon03's solution](#)

40.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Pentagon03's solution](#)

41.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[Pentagon03's solution](#)

42.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Pentagon03's solution](#)

43.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Pentagon03's solution](#)

44.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Pentagon03's solution](#)

45.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Pentagon03's solution](#)

46.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Pentagon03's solution](#)

47.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Pentagon03's solution](#)

48.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Pentagon03's solution](#)

49.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Pentagon03's solution](#)

50.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,543 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Pentagon03's solution](#)

51.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pentagon03's solution](#)

52.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Pentagon03's solution](#)

53.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Pentagon03's solution](#)

54.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,323 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pentagon03's solution](#)

55.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Pentagon03's solution](#)

56.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Pentagon03's solution](#)

57.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pentagon03's solution](#)

58.

1471A

[Strange Partition](#) · [Tutorial](#)

Quality: 38,220 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Pentagon03's solution](#)

59.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Pentagon03's solution](#)

60.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Pentagon03's solution](#)

61.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pentagon03's solution](#)

62.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Pentagon03's solution](#)

63.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math,

sortings

[Pentagon03's solution](#)

64.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Pentagon03's solution](#)

65.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Pentagon03's solution](#)

66.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Pentagon03's solution](#)

67.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Pentagon03's solution](#)

68.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pentagon03's solution](#)

69.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Pentagon03's solution](#)

70.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Pentagon03's solution](#)

71.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Pentagon03's solution](#)

72.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Pentagon03's solution](#)

73.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Pentagon03's solution](#)

74.

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[Pentagon03's solution](#)

75.

1670B

[Dorms War · Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[Pentagon03's solution](#)

76.

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
[Pentagon03's solution](#)

77.

1957B

[A BIT of a Construction · Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[Pentagon03's solution](#)

78.

1942B

[Bessie and MEX · Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Pentagon03's solution](#)

79.

1946B

[Maximum Sum · Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[Pentagon03's solution](#)

80.

1948B

[Array Fix · Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Pentagon03's solution](#)

81.

1923B

[Monsters Attack! · Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[Pentagon03's solution](#)

82.

1492B

[Card Deck · Tutorial](#)

Quality: 20,419 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[Pentagon03's solution](#)

83.

1471B

[Strange List · Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[Pentagon03's solution](#)

- 84.**
1975C
[Chamo and Mocha's Array](#) · [Tutorial](#)
Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy
[Pentagon03's solution](#)
- 85.**
1990B
[Array Craft](#) · [Tutorial](#)
Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Pentagon03's solution](#)
- 86.**
1983B
[Corner Twist](#) · [Tutorial](#)
Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Pentagon03's solution](#)
- 87.**
1951B
[Battle Cows](#) · [Tutorial](#)
Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[Pentagon03's solution](#)
- 88.**
1916C
[Training Before the Olympiad](#) · [Tutorial](#)
Quality: 19,884 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Pentagon03's solution](#)
- 89.**
1922B
[Forming Triangles](#) · [Tutorial](#)
Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[Pentagon03's solution](#)
- 90.**
1928B
[Equalize](#) · [Tutorial](#)
Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[Pentagon03's solution](#)
- 91.**
1537C
[Challenging Cliffs](#) · [Tutorial](#)
Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Pentagon03's solution](#)
- 92.**
1536B
[Prinzessin der Verurteilung](#) · [Tutorial](#)
Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[Pentagon03's solution](#)
- 93.**
1454C
[Sequence Transformation](#) · [Tutorial](#)
Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Pentagon03's solution](#)

94.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Pentagon03's solution](#)

95.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Pentagon03's solution](#)

96.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Pentagon03's solution](#)

97.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Pentagon03's solution](#)

98.

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

[Pentagon03's solution](#)

99.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Pentagon03's solution](#)

100.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Pentagon03's solution](#)

101.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Pentagon03's solution](#)

102.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Pentagon03's solution](#)

103.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Pentagon03's solution](#)

104.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,158 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Pentagon03's solution](#)

105.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Pentagon03's solution](#)

106.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pentagon03's solution](#)

107.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pentagon03's solution](#)

108.

1831C

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

Rating: 1400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Pentagon03's solution](#)

109.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Pentagon03's solution](#)

110.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Pentagon03's solution](#)

111.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Pentagon03's solution](#)

112.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Pentagon03's solution](#)

113.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Pentagon03's solution](#)

114.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Pentagon03's solution](#)

115.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[Pentagon03's solution](#)

116.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[Pentagon03's solution](#)

117.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[Pentagon03's solution](#)

118.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Pentagon03's solution](#)

119.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings
[Pentagon03's solution](#)

120.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[Pentagon03's solution](#)

121.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[Pentagon03's solution](#)

122.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[Pentagon03's solution](#)

123.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Pentagon03's solution](#)

124.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Pentagon03's solution](#)

125.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

126.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Pentagon03's solution](#)

127.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Pentagon03's solution](#)

128.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Pentagon03's solution](#)

129.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Pentagon03's solution](#)

130.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Pentagon03's solution](#)

131.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Pentagon03's solution](#)

132.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Pentagon03's solution](#)

133.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Pentagon03's solution](#)

134.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Pentagon03's solution](#)

135.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Pentagon03's solution](#)

136.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Pentagon03's solution](#)

137.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Pentagon03's solution](#)

138.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Pentagon03's solution](#)

139.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Pentagon03's solution](#)

140.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Pentagon03's solution](#)

141.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Pentagon03's solution](#)

142.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Pentagon03's solution](#)

143.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Pentagon03's solution](#)

144.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Pentagon03's solution](#)

145.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[Pentagon03's solution](#)

146.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Pentagon03's solution](#)

147.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Pentagon03's solution](#)

148.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Pentagon03's solution](#)

149.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Pentagon03's solution](#)

150.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Pentagon03's solution](#)

151.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-11-08 · last AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Pentagon03's solution](#)

152.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Pentagon03's solution](#)

153.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Pentagon03's solution](#)

154.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Pentagon03's solution](#)

155.

1922E

[Increasing Subsequences](#) · [Tutorial](#)

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Pentagon03's solution](#)

156.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Pentagon03's solution](#)

157.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Pentagon03's solution](#)

158.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Pentagon03's solution](#)

159.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Pentagon03's solution](#)

160.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Pentagon03's solution](#)

161.

1535D

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

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

[Pentagon03's solution](#)

162.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Pentagon03's solution](#)

163.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Pentagon03's solution](#)

164.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[Pentagon03's solution](#)

165.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Pentagon03's solution](#)

166.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Pentagon03's solution](#)

167.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Pentagon03's solution](#)

168.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Pentagon03's solution](#)

169.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Pentagon03's solution](#)

170.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Pentagon03's solution](#)

171.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Pentagon03's solution](#)

172.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Pentagon03's solution](#)

173.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Pentagon03's solution](#)

174.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Pentagon03's solution](#)

175.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Pentagon03's solution](#)

176.

1471D

[Strange Definition](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Pentagon03's solution](#)

177.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Pentagon03's solution](#)

178.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Pentagon03's solution](#)

179.

1831D

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

Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math

[Pentagon03's solution](#)

180.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Pentagon03's solution](#)

181.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Pentagon03's solution](#)

182.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Pentagon03's solution](#)

183.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · last AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Pentagon03's solution](#)

184.

1536D

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

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

[Pentagon03's solution](#)

185.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Pentagon03's solution](#)

186.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Pentagon03's solution](#)

187.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[Pentagon03's solution](#)

188.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Pentagon03's solution](#)

189.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Pentagon03's solution](#)

190.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Pentagon03's solution](#)

191.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Pentagon03's solution](#)

192.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Pentagon03's solution](#)

193.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Pentagon03's solution](#)

194.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Pentagon03's solution](#)

195.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Pentagon03's solution](#)

196.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Pentagon03's solution](#)

197.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[Pentagon03's solution](#)

198.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Pentagon03's solution](#)

199.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Pentagon03's solution](#)

200.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Pentagon03's solution](#)

201.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Pentagon03's solution](#)

202.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Pentagon03's solution](#)

203.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Pentagon03's solution](#)

204.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Pentagon03's solution](#)

205.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Pentagon03's solution](#)

206.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Pentagon03's solution](#)

207.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Pentagon03's solution](#)

208.

1977D

[XORificator](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

209.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Pentagon03's solution](#)

210.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Pentagon03's solution](#)

211.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Pentagon03's solution](#)

212.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Pentagon03's solution](#)

213.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Pentagon03's solution](#)

214.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Pentagon03's solution](#)

215.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Pentagon03's solution](#)

216.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Pentagon03's solution](#)

217.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Pentagon03's solution](#)

218.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[Pentagon03's solution](#)

219.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Pentagon03's solution](#)

220.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Pentagon03's solution](#)

221.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Pentagon03's solution](#)

222.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Pentagon03's solution](#)

223.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Pentagon03's solution](#)

224.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · last AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Pentagon03's solution](#)

225.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Pentagon03's solution](#)

226.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Pentagon03's solution](#)

227.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Pentagon03's solution](#)

228.

1937F

[Bitwise Paradox](#) · [Tutorial](#)

Rating: 3100 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Pentagon03's solution](#)

229.

105584G

[Two Sets of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

230.

105584E

[Colorful Residential Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

231.

105584D

[A Bug That's Not a Pill Bug](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

232.

105584B

[Overtaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

233.

105584A

[Snacks within 300 Yen](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

234.

105584C

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

Rating: — · first AC: 2025-06-15 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

235.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

236.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

237.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

238.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

239.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

240.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

241.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

242.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

243.

105492L

[Levelling Locks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

244.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

245.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

246.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

247.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

248.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

249.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

250.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

251.

105492A

[``Aaawww...`` or ``Aaayyy!!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

252.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

253.

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

254.

105461F

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

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

255.

105461L

[Drawing Rectangles](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

256.

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

257.

105461G

[Contrived Intelligence](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

258.

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

259.

105461C

[Concert Lineup](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

260.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

261.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

262.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

263.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

264.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

265.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

266.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

267.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

268.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

269.

105444M

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

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

270.

100819V

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

271.

100819L

[Millionaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

272.

100819O

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

273.

100819S

[Surf](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

274.

100819R

[Class Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

275.

100819N

[Egg Drop](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

276.

100819Q

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

277.

100819U

[Blur](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

278.

100819M

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

279.

100819P

[Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

280.

100819T

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

281.

102267F

[Arena Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · last AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

282.

102267G

[Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

283.

102267E

[Robots Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

284.

102267L

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

285.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

286.

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

287.

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

288.

102267H

[Circle of Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

289.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

290.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

291.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

292.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

293.

100650G

[Swamp Things](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · last AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

294.

100650B

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

295.

100650D

[Queens, Knights and Pawns](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

296.

100650H

[Two Ends](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

297.

104760G

[ATADSLIC8D4C GC ö](#)

Rating: — · first AC: 2024-10-29 · last AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

298.

104760D

[A\\$5D5C`KCR DCä=C @C€](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

299.

104760B

[ASKCjã3D KDE](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

300.

104760E

[Old Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

301.

104760C

[ADx0iA1C40](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

302.

104760F

[Bt5C4>06> CÔ5 DT2C BC 5D"ââ](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

303.

104760H

[AS&CTAD\\$5 CÔ0C\\$ACT3CD0](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

304.

104760I

[AÖÖ0rA C4>C\\$KC' 2Cä?D >D](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

305.

104760A

[Ä=Öä3Câ @ C :D4HCT:](#)

Rating: — · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

306.

104791B

[810975 · Tutorial](#)

Rating: — · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

307.

104791A

[Water · Tutorial](#)

Rating: — · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

308.

101853K

[Citations · Tutorial](#)

Rating: — · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

309.

101853B

[New Assignment · Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

310.

101853E

[Maximum Sum · Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

311.

101853C

[Intersections · Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

312.

101853G

[Hard Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

313.

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

314.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

315.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

316.

101853J

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

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

317.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

318.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

319.

104426K

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

320.

104426G

[GCD of Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

321.

104426E

[Stacked Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

322.

104426J

[Dyscalculia](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

323.

104426F

[The Lazy Author](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

324.

104426B

[Permutation Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Pentagon03's solution](#)

325.

104426L

[Protecting The Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

326.

104426M

[Kubernetes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

327.

104426I

[Yazan's game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

328.

104426H

[Abo Abdo Smoothies](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

329.

104426A

[G Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

330.

104426C

[SYPUCPC Problemsetting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

331.

104426N

[Ichthyophobia](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

332.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-22 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

333.

104619I

[Introversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

334.

105053F

[Fair Distribution](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

335.

105053A

[Almost Aligned](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

336.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

337.

105053D

[DiviDuelo](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

338.

105053K

[KMOP](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

339.

105053L

[LED Matrix](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

340.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

341.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

342.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

343.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

344.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

345.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

346.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

347.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

348.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

349.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

350.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

351.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

352.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

353.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

354.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

355.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

356.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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357.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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358.

101174E

[Passwords](#) · [Tutorial](#)

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359.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

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[Pentagon03's solution](#)

360.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

361.

101174K

[Balls and Needles](#) · [Tutorial](#)

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[Pentagon03's solution](#)

362.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

363.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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364.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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365.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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366.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

367.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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368.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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369.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

370.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Pentagon03's solution](#)

371.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · Python 3 (first AC) · Tags: —

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372.

104935C

[Tromino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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373.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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374.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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375.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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376.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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377.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pentagon03's solution](#)

378.

104393D

[Destroying Asteriods](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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379.

104393B

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Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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381.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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382.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pentagon03's solution](#)

383.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pentagon03's solution](#)

384.

103990D

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

Rating: — · first AC: 2024-01-24 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pentagon03's solution](#)

385.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

386.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · PyPy 3-64 (first AC) · Tags: —

[Pentagon03's solution](#)

387.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pentagon03's solution](#)

388.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pentagon03's solution](#)

389.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Pentagon03's solution](#)

390.

104172C

[Painting Grid](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

391.

104172F

[Sum of Numbers](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

392.

104172B

[Big Picture](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

393.

104172L

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

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

[Pentagon03's solution](#)

394.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Pentagon03's solution](#)

395.

104172A

[TreeScript](#) · [Tutorial](#)

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

[Pentagon03's solution](#)

396.

104172K

[Maximum GCD](#) · [Tutorial](#)

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

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397.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

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

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398.

100513C

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Rating: — · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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