

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

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# Unique solved — Phantasmagorias

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

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

Filters: none

Count: 377

1.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,573 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Phantasmagorias's solution](#)

2.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Phantasmagorias's solution](#)

3.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Phantasmagorias's solution](#)

4.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Phantasmagorias's solution](#)

5.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Phantasmagorias's solution](#)

6.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[Phantasmagorias's solution](#)

7.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,415 global accepts · Rating: 800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[Phantasmagorias's solution](#)

8.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: greedy, math

[Phantasmagorias's solution](#)

9.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[Phantasmagorias's solution](#)

**10.**

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: greedy, math

[Phantasmagorias's solution](#)

**11.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force

[Phantasmagorias's solution](#)

**12.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Phantasmagorias's solution](#)

**13.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,201 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[Phantasmagorias's solution](#)

**14.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[Phantasmagorias's solution](#)

**15.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[Phantasmagorias's solution](#)

**16.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

[Phantasmagorias's solution](#)

**17.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math

[Phantasmagorias's solution](#)

**18.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2020-01-28 · GNU C++11 (first AC) · Tags: implementation

[Phantasmagorias's solution](#)

**19.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2020-01-27 · last AC: 2020-01-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[Phantasmagorias's solution](#)

**20.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: implementation, sortings

[Phantasmagorias's solution](#)

**21.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,348 global accepts · Rating: 800 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dp, greedy

[Phantasmagorias's solution](#)

**22.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,428 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[Phantasmagorias's solution](#)

**23.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, math

[Phantasmagorias's solution](#)

**24.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: implementation

[Phantasmagorias's solution](#)

**25.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[Phantasmagorias's solution](#)

**26.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[Phantasmagorias's solution](#)

**27.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Phantasmagorias's solution](#)

**28.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation

[Phantasmagorias's solution](#)

**29.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[Phantasmagorias's solution](#)

**30.**

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[Phantasmagorias's solution](#)

**31.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math

[Phantasmagorias's solution](#)

**32.**

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Phantasmagorias's solution](#)

**33.**

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Phantasmagorias's solution](#)

**34.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math

[Phantasmagorias's solution](#)

**35.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Phantasmagorias's solution](#)

**36.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Phantasmagorias's solution](#)

**37.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: math

[Phantasmagorias's solution](#)

**38.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Phantasmagorias's solution](#)

**39.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Phantasmagorias's solution](#)

**40.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Phantasmagorias's solution](#)

**41.**

1797B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Phantasmagorias's solution](#)

42.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Phantasmagorias's solution](#)

43.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math  
[Phantasmagorias's solution](#)

44.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[Phantasmagorias's solution](#)

45.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games  
[Phantasmagorias's solution](#)

46.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[Phantasmagorias's solution](#)

47.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math  
[Phantasmagorias's solution](#)

48.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[Phantasmagorias's solution](#)

49.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[Phantasmagorias's solution](#)

50.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: math  
[Phantasmagorias's solution](#)

51.

2039C1

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

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory  
[Phantasmagorias's solution](#)

52.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[Phantasmagorias's solution](#)

**53.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Phantasmagorias's solution](#)

**54.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Phantasmagorias's solution](#)

**55.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Phantasmagorias's solution](#)

**56.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Phantasmagorias's solution](#)

**57.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Phantasmagorias's solution](#)

**58.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[Phantasmagorias's solution](#)

**59.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings

[Phantasmagorias's solution](#)

**60.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Phantasmagorias's solution](#)

**61.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Phantasmagorias's solution](#)

**62.**

1323C

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

Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[Phantasmagorias's solution](#)

**63.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: implementation

[Phantasmagorias's solution](#)

**64.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[Phantasmagorias's solution](#)

**65.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: binary search, math

[Phantasmagorias's solution](#)

**66.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Phantasmagorias's solution](#)

**67.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Phantasmagorias's solution](#)

**68.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Phantasmagorias's solution](#)

**69.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Phantasmagorias's solution](#)

**70.**

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Phantasmagorias's solution](#)

**71.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Phantasmagorias's solution](#)

**72.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Phantasmagorias's solution](#)

**73.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math  
[Phantasmagorias's solution](#)

**74.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[Phantasmagorias's solution](#)

**75.**

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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**76.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Phantasmagorias's solution](#)

**77.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[Phantasmagorias's solution](#)

**78.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Phantasmagorias's solution](#)

**79.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Phantasmagorias's solution](#)

**80.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

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**81.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Phantasmagorias's solution](#)

**82.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Phantasmagorias's solution](#)

- 83.**  
1882C  
[Card Game](#) · [Tutorial](#)  
Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[Phantasmagorias's solution](#)
- 84.**  
1492C  
[Maximum width](#) · [Tutorial](#)  
Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[Phantasmagorias's solution](#)
- 85.**  
1486B  
[Eastern Exhibition](#) · [Tutorial](#)  
Quality: 20,477 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[Phantasmagorias's solution](#)
- 86.**  
1338A  
[Powered Addition](#) · [Tutorial](#)  
Quality: 30,344 global accepts · Rating: 1500 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, math  
[Phantasmagorias's solution](#)
- 87.**  
1419D2  
[Sage's Birthday \(hard version\)](#) · [Tutorial](#)  
Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers  
[Phantasmagorias's solution](#)
- 88.**  
1419C  
[Killjoy](#) · [Tutorial](#)  
Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[Phantasmagorias's solution](#)
- 89.**  
1409D  
[Decrease the Sum of Digits](#) · [Tutorial](#)  
Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math  
[Phantasmagorias's solution](#)
- 90.**  
1332C  
[K-Complete Word](#) · [Tutorial](#)  
Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
[Phantasmagorias's solution](#)
- 91.**  
1323B  
[Count Subrectangles](#) · [Tutorial](#)  
Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation  
[Phantasmagorias's solution](#)
- 92.**  
1304C  
[Air Conditioner](#) · [Tutorial](#)  
Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[Phantasmagorias's solution](#)

**93.**

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[Phantasmagorias's solution](#)

**94.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, sortings

[Phantasmagorias's solution](#)

**95.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Phantasmagorias's solution](#)

**96.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Phantasmagorias's solution](#)

**97.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

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**98.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

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**99.**

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Phantasmagorias's solution](#)

**100.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Phantasmagorias's solution](#)

**101.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Phantasmagorias's solution](#)

**102.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[Phantasmagorias's solution](#)

**103.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[Phantasmagorias's solution](#)

**104.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[Phantasmagorias's solution](#)

**105.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 1600 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: binary search, number theory

[Phantasmagorias's solution](#)

**106.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Phantasmagorias's solution](#)

**107.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Phantasmagorias's solution](#)

**108.**

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

[Phantasmagorias's solution](#)

**109.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Phantasmagorias's solution](#)

**110.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Phantasmagorias's solution](#)

**111.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Phantasmagorias's solution](#)

**112.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[Phantasmagorias's solution](#)

**113.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, trees

[Phantasmagorias's solution](#)

**114.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Phantasmagorias's solution](#)

**115.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[Phantasmagorias's solution](#)

**116.**

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Phantasmagorias's solution](#)

**117.**

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: math, strings

[Phantasmagorias's solution](#)

**118.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · last AC: 2019-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Phantasmagorias's solution](#)

**119.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Phantasmagorias's solution](#)

**120.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Phantasmagorias's solution](#)

**121.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Phantasmagorias's solution](#)

**122.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Phantasmagorias's solution](#)

**123.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[Phantasmagorias's solution](#)

**124.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[Phantasmagorias's solution](#)

**125.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[Phantasmagorias's solution](#)

**126.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[Phantasmagorias's solution](#)

**127.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Phantasmagorias's solution](#)

**128.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[Phantasmagorias's solution](#)

**129.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[Phantasmagorias's solution](#)

**130.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Phantasmagorias's solution](#)

**131.**

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Phantasmagorias's solution](#)

**132.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Phantasmagorias's solution](#)

**133.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Phantasmagorias's solution](#)

**134.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Phantasmagorias's solution](#)

**135.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Phantasmagorias's solution](#)

**136.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Phantasmagorias's solution](#)

**137.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Phantasmagorias's solution](#)

**138.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Phantasmagorias's solution](#)

**139.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Phantasmagorias's solution](#)

**140.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Phantasmagorias's solution](#)

**141.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Phantasmagorias's solution](#)

**142.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[Phantasmagorias's solution](#)

**143.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Phantasmagorias's solution](#)

**144.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive  
[Phantasmagorias's solution](#)

**145.**

1490G

[Old Floppy Drive · Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, math  
[Phantasmagorias's solution](#)

**146.**

1479B1

[Painting the Array I · Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[Phantasmagorias's solution](#)

**147.**

1220D

[Alex and Julian · Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory  
[Phantasmagorias's solution](#)

**148.**

2096D

[Wonderful Lightbulbs · Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math  
[Phantasmagorias's solution](#)

**149.**

2057D

[Gifts Order · Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[Phantasmagorias's solution](#)

**150.**

1685B

[Linguistics · Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[Phantasmagorias's solution](#)

**151.**

1891F

[A Growing Tree · Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[Phantasmagorias's solution](#)

**152.**

1388D

[Captain Flint and Treasure · Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
[Phantasmagorias's solution](#)

**153.**

1060E

[Sergey and Subway · Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2020-06-03 · last AC: 2020-06-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[Phantasmagorias's solution](#)

**154.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Phantasmagorias's solution](#)

**155.**

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: data structures

[Phantasmagorias's solution](#)

**156.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: dfs and similar

[Phantasmagorias's solution](#)

**157.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Phantasmagorias's solution](#)

**158.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Phantasmagorias's solution](#)

**159.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Phantasmagorias's solution](#)

**160.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Phantasmagorias's solution](#)

**161.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Phantasmagorias's solution](#)

**162.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Phantasmagorias's solution](#)

**163.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Phantasmagorias's solution](#)

**164.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dp, strings

[Phantasmagorias's solution](#)

**165.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-06-05 · last AC: 2020-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Phantasmagorias's solution](#)

**166.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · last AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Phantasmagorias's solution](#)

**167.**

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Phantasmagorias's solution](#)

**168.**

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

[Phantasmagorias's solution](#)

**169.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Phantasmagorias's solution](#)

**170.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Phantasmagorias's solution](#)

**171.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Phantasmagorias's solution](#)

**172.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Phantasmagorias's solution](#)

**173.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[Phantasmagorias's solution](#)

**174.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Phantasmagorias's solution](#)

**175.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Phantasmagorias's solution](#)

**176.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · last AC: 2020-11-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Phantasmagorias's solution](#)

**177.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Phantasmagorias's solution](#)

**178.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-05-23 · last AC: 2020-05-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[Phantasmagorias's solution](#)

**179.**

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Phantasmagorias's solution](#)

**180.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Phantasmagorias's solution](#)

**181.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Phantasmagorias's solution](#)

**182.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Phantasmagorias's solution](#)

**183.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Phantasmagorias's solution](#)

**184.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2020-10-22 · last AC: 2020-10-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Phantasmagorias's solution](#)

**185.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2020-06-12 · last AC: 2020-06-12 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[Phantasmagorias's solution](#)

**186.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-06-06 · last AC: 2020-06-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Phantasmagorias's solution](#)

**187.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Phantasmagorias's solution](#)

**188.**

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Phantasmagorias's solution](#)

**189.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Phantasmagorias's solution](#)

**190.**

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Phantasmagorias's solution](#)

**191.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Phantasmagorias's solution](#)

**192.**

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Phantasmagorias's solution](#)

**193.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Phantasmagorias's solution](#)

**194.**

1888F

[Minimum Array](#) · [Tutorial](#)

Quality: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Phantasmagorias's solution](#)

**195.**

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2020-08-04 · last AC: 2020-08-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Phantasmagorias's solution](#)

**196.**

2156E

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

Quality: 960 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

[Phantasmagorias's solution](#)

**197.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Phantasmagorias's solution](#)

**198.**

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Phantasmagorias's solution](#)

**199.**

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Phantasmagorias's solution](#)

**200.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-03-14 · last AC: 2021-03-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[Phantasmagorias's solution](#)

**201.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Phantasmagorias's solution](#)

**202.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Phantasmagorias's solution](#)

**203.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Phantasmagorias's solution](#)

**204.**

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Phantasmagorias's solution](#)

**205.**

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Phantasmagorias's solution](#)

**206.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Phantasmagorias's solution](#)

**207.**

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: brute force, geometry

[Phantasmagorias's solution](#)

**208.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Phantasmagorias's solution](#)

**209.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Phantasmagorias's solution](#)

**210.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: math

[Phantasmagorias's solution](#)

**211.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[Phantasmagorias's solution](#)

**212.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2020-06-30 · GNU C++11 (first AC) · Tags: flows, graphs

[Phantasmagorias's solution](#)

**213.**

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Phantasmagorias's solution](#)

**214.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Phantasmagorias's solution](#)

**215.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Phantasmagorias's solution](#)

**216.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: math, matrices

[Phantasmagorias's solution](#)

**217.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Phantasmagorias's solution](#)

**218.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Phantasmagorias's solution](#)

**219.**

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[Phantasmagorias's solution](#)

**220.**

1578B

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

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Phantasmagorias's solution](#)

**221.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Phantasmagorias's solution](#)

**222.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Phantasmagorias's solution](#)

**223.**

2053I1

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

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Phantasmagorias's solution](#)

**224.**

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[Phantasmagorias's solution](#)

**225.**

850F

[Rainbow Balls · Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: math  
[Phantasmagorias's solution](#)

**226.**

913F

[Strongly Connected Tournament · Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities  
[Phantasmagorias's solution](#)

**227.**

600F

[Edge coloring of bipartite graph · Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: graphs  
[Phantasmagorias's solution](#)

**228.**

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[Phantasmagorias's solution](#)

**229.**

2108F

[Fallen Towers · Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[Phantasmagorias's solution](#)

**230.**

1687D

[Cute number · Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math  
[Phantasmagorias's solution](#)

**231.**

1578F

[Framing Pictures · Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[Phantasmagorias's solution](#)

**232.**

2084F

[Skyscape · Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[Phantasmagorias's solution](#)

**233.**

2042E

[Vertex Pairs · Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees  
[Phantasmagorias's solution](#)

**234.**

1677E

[Tokitsukaze and Beautiful Subsegments · Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Phantasmagorias's solution](#)

**235.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[Phantasmagorias's solution](#)

**236.**

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Phantasmagorias's solution](#)

**237.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Phantasmagorias's solution](#)

**238.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Phantasmagorias's solution](#)

**239.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-05-19 · last AC: 2020-05-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Phantasmagorias's solution](#)

**240.**

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Phantasmagorias's solution](#)

**241.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Phantasmagorias's solution](#)

**242.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Phantasmagorias's solution](#)

**243.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-06-04 · last AC: 2020-06-04 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[Phantasmagorias's solution](#)

**244.**

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Phantasmagorias's solution](#)

**245.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-08 · last AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[Phantasmagorias's solution](#)

**246.**

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Phantasmagorias's solution](#)

**247.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-04-09 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar

[Phantasmagorias's solution](#)

**248.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Phantasmagorias's solution](#)

**249.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Phantasmagorias's solution](#)

**250.**

477E

[Dreamoon and Notepad](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: data structures

[Phantasmagorias's solution](#)

**251.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Phantasmagorias's solution](#)

**252.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Phantasmagorias's solution](#)

**253.**

2039F2

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

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Phantasmagorias's solution](#)

**254.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: math, probabilities

[Phantasmagorias's solution](#)

**255.**

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Phantasmagorias's solution](#)

**256.**

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Phantasmagorias's solution](#)

**257.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[Phantasmagorias's solution](#)

**258.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-05-18 · last AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures

[Phantasmagorias's solution](#)

**259.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dp, fft, math, number theory, probabilities

[Phantasmagorias's solution](#)

**260.**

104288A

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

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Phantasmagorias's solution](#)

**261.**

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Phantasmagorias's solution](#)

**262.**

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Phantasmagorias's solution](#)

**263.**

104288L

[Where Am I?](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**264.**

104288B

[Dungeon Crawler](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**265.**

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Phantasmagorias's solution](#)

**266.**

104337A

[Prime Magic](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**267.**

104337E

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

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

[Phantasmagorias's solution](#)

**268.**

104337B

[Mode](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**269.**

104337J

[Expansion](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**270.**

104337I

[Step](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**271.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**272.**

104337H

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

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

[Phantasmagorias's solution](#)

**273.**

104337K

[Dice Game](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**274.**

104337C

[Darkness I](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**275.**

104337M

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

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

[Phantasmagorias's solution](#)

**276.**

105394J

[Jigsaw Present](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**277.**

105394G

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

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

[Phantasmagorias's solution](#)

**278.**

105394L

[Laundry](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**279.**

105394H

[Headline Heat](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**280.**

105394D

[Dark Alley](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**281.**

105394C

[Copycat Catcher](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**282.**

105394E

[Even Odd Game](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**283.**

105394I

[Interference](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**284.**

105394K

[Kitten of Chaos](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**285.**

105394B

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

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

[Phantasmagorias's solution](#)

**286.**

105394M

[Musical Mending](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**287.**

105394A

[Alien Attack 2](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**288.**

104363J

[XOR String](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**289.**

104363D

[Pandemic](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**290.**

104363C

[Compass](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**291.**

104363K

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**292.**

104363B

[Chevonne's Game](#) · [Tutorial](#)

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**293.**

104363G

[Gravity](#) · [Tutorial](#)

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**294.**

104363I

[Club](#) · [Tutorial](#)

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

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**295.**

104363L

[Subxor](#) · [Tutorial](#)

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

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**296.**

104363F

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

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**297.**

104363A

[Magic Computer](#) · [Tutorial](#)

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

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**298.**

104363E

[Ethernet](#) · [Tutorial](#)

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

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**299.**

105578C

[Crisis Event: Meteorite](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**300.**

105578H

[Guide Map](#) · [Tutorial](#)

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

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**301.**

102056B

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

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

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**302.**

102056J

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

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

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**303.**

102056C

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

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

[Phantasmagorias's solution](#)

**304.**

102056F

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

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

[Phantasmagorias's solution](#)

**305.**

102056L

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

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

[Phantasmagorias's solution](#)

**306.**

102056I

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

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

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**307.**

102056D

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

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

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**308.**

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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**309.**

102471G

[Happiness](#) · [Tutorial](#)

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

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**310.**

102471D

[Fire](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**311.**

102471H

[King](#) · [Tutorial](#)

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

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**312.**

102471C

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

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**313.**

102471E

[Flow](#) · [Tutorial](#)

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

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**314.**

102471M

[Value](#) · [Tutorial](#)

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

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**315.**

102471A

[City](#) · [Tutorial](#)

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

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**316.**

103069C

[Random Shuffle](#) · [Tutorial](#)

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

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**317.**

103069G

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

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

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**318.**

103069D

[City Brain](#) · [Tutorial](#)

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

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**319.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

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

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**320.**

103069K

[Allin](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**321.**

103069A

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

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

[Phantasmagorias's solution](#)

**322.**

103069L

[Square](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**323.**

103069F

[Rooks](#) · [Tutorial](#)

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

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**324.**

102431G

[Game on the Tree](#) · [Tutorial](#)

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

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**325.**

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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**326.**

102431H

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

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

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**327.**

102431B

[Infimum of Paths](#) · [Tutorial](#)

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

[Phantasmagorias's solution](#)

**328.**

102431C

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

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

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**329.**

102431I

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**330.**

102431L

[Spiral Matrix](#) · [Tutorial](#)

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**331.**

102431K

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

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**332.**

102431A

[Kick Start](#) · [Tutorial](#)

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**333.**

104891E

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

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**334.**

104891D

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

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**335.**

104891H

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

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

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**336.**

104891I

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

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**337.**

104891A

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

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

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**338.**

104891J

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

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**339.**

105112C

[Chair Dance](#) · [Tutorial](#)

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**340.**

105112E

[Exponentiation](#) · [Tutorial](#)

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

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**341.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

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

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**342.**

105112J

[Jogging Tour](#) · [Tutorial](#)

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

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**343.**

105112H

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

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

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**344.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

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**345.**

105112A

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

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**346.**

105112K

[Klompdansen](#) · [Tutorial](#)

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

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**347.**

105112D

[Date Picker](#) · [Tutorial](#)

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

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**348.**

105112L

[Lateral Damage](#) · [Tutorial](#)

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**349.**

104787L

[Yet Another Maximize Permutation Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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**350.**

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Phantasmagorias's solution](#)

**351.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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**352.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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**353.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[Phantasmagorias's solution](#)

**354.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

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[Phantasmagorias's solution](#)

**355.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

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**356.**

104768M

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**357.**

104768G

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**358.**

104639H

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**359.**

104639B

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**360.**

104128J

[Perfect Matching](#) · [Tutorial](#)

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**361.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Phantasmagorias's solution](#)

**362.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Phantasmagorias's solution](#)

**363.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Phantasmagorias's solution](#)

**364.**

104128A

[Stop, Yesterday Please No More](#) · Tutorial

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Phantasmagorias's solution](#)

**365.**

104128D

[Chat Program](#) · Tutorial

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Phantasmagorias's solution](#)

**366.**

104128G

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Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**367.**

104128I

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**368.**

104479J

[Joining Arrays](#) · Tutorial

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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**369.**

100524H

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Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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**370.**

104396G

[Moving Boxes](#) · Tutorial

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

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**371.**

104396E

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

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**372.**

104094F

[Bob's Average](#) · Tutorial

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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**373.**

101239J

[Tile Cutting](#) · Tutorial

Rating: — · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: —

[Phantasmagorias's solution](#)

**374.**

100548F

[Color](#) · Tutorial

Rating: — · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: —

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**375.**

100269C

[Correcting Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —

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**376.**

101612H

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**377.**

101471G

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