

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

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# Unique solved — PoustouFlan

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

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Filters: none

Count: 374

1.

2037B

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2.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation

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3.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, math

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4.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

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5.

2003A

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Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, strings

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6.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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7.

2001A

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Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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8.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · last AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: implementation, math

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9.

1998A

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10.

1999C

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**11.**

1999A

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Quality: 83,963 global accepts · Rating: 800 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: implementation, math

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**12.**

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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**13.**

1995A

[Diagonals · Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

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**14.**

1816A

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**15.**

1561A

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**16.**

1861A

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**17.**

1863A

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**18.**

1862B

[Sequence Game · Tutorial](#)

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**19.**

1862A

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**20.**

1851B

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Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

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**21.**

1851A

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Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

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**22.**

4A

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**23.**

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, sortings

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**24.**

1353A

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**25.**

999A

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

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**26.**

1398B

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

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**27.**

1712B

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**28.**

431A

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Quality: 65,962 global accepts · Rating: 800 · first AC: 2022-09-12 · last AC: 2022-09-12 · GNU C11 (first AC) · Tags: implementation

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**29.**

1725A

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**30.**

1717A

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**31.**

1722C

[Word Game](#) · [Tutorial](#)

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**32.**

1722B

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**33.**

1722A

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**34.**

1721A

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**35.**

1715A

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**36.**

1720B

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**37.**

1530A

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**38.**

1713A

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**39.**

1716B

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1714C

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**42.**

1714B

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**43.**

1704A

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**44.**

1680B

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1680A

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**46.**

1629B

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1629A

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**48.**

1598A

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**49.**

1556A

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**50.**

1581A

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**51.**

1579A

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**52.**

1566A

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**53.**

1550A

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**54.**

1538B

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**55.**

1539B

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**56.**

1523A

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**57.**

1535A

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**58.**

1515A

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**59.**

1517A

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1516A

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**61.**

1514A

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**62.**

1492A

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**63.**

1370A

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**64.**

1367B

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**65.**

1367A

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**66.**

1358A

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**67.**

1360B

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**68.**

1360A

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**69.**

1345A

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**70.**

1348A

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**71.**

1343B

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**72.**

1337A

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**73.**

1335A

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**74.**

1585B

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**75.**

1720A

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**76.**

130A

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Quality: 1,936 global accepts · Rating: 900 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special, implementation

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**77.**

1714A

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1525B

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408A

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**80.**

980A

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**81.**

1238A

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**82.**

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**83.**

820A

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**84.**

1543A

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**86.**

1505A

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**87.**

1486A

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**88.**

1350A

[Orac and Factors](#) · [Tutorial](#)

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**89.**

1341A

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**90.**

1343A

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**91.**

1337B

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**92.**

1335B

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**93.**

1339A

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**94.**

2004B

[Game with Doors](#) · [Tutorial](#)

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**95.**

1998B

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**96.**

1999B

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**97.**

1861B

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**98.**

1851C

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**99.**

1419D1

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**100.**

1659A

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**101.**

1725B

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**102.**

1721B

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**103.**

1715B

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**104.**

1084A

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[PoustouFlan's solution](#)

**105.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[PoustouFlan's solution](#)

**106.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[PoustouFlan's solution](#)

**107.**

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2022-06-15 · PyPy 3-64 (first AC) · Tags: implementation

[PoustouFlan's solution](#)

**108.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-12 · OCaml (first AC) · Tags: brute force, implementation

[PoustouFlan's solution](#)

**109.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[PoustouFlan's solution](#)

**110.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[PoustouFlan's solution](#)

**111.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[PoustouFlan's solution](#)

**112.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-26 · PyPy 3 (first AC) · Tags: combinatorics, geometry, greedy, math

[PoustouFlan's solution](#)

**113.**

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: brute force, geometry, math, number theory

[PoustouFlan's solution](#)

**114.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[PoustouFlan's solution](#)

**115.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, greedy, math

[PoustouFlan's solution](#)

**116.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · Python 3 (first AC) · Tags: greedy, sortings

[PoustouFlan's solution](#)

**117.**

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2020-05-02 · Python 3 (first AC) · Tags: bitmasks

[PoustouFlan's solution](#)

**118.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2020-04-17 · Python 3 (first AC) · Tags: implementation

[PoustouFlan's solution](#)

**119.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: math

[PoustouFlan's solution](#)

**120.**

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation, math

[PoustouFlan's solution](#)

**121.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[PoustouFlan's solution](#)

**122.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[PoustouFlan's solution](#)

**123.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[PoustouFlan's solution](#)

**124.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[PoustouFlan's solution](#)

**125.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[PoustouFlan's solution](#)

**126.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: implementation, math

[PoustouFlan's solution](#)

**127.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[PoustouFlan's solution](#)

**128.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, sortings

[PoustouFlan's solution](#)

**129.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[PoustouFlan's solution](#)

**130.**

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2022-11-22 · last AC: 2022-11-22 · Python 3 (first AC) · Tags: implementation, sortings

[PoustouFlan's solution](#)

**131.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2022-11-07 · last AC: 2022-11-07 · PyPy 3-64 (first AC) · Tags: brute force, math

[PoustouFlan's solution](#)

**132.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2022-09-12 · GNU C11 (first AC) · Tags: constructive algorithms, implementation

[PoustouFlan's solution](#)

**133.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[PoustouFlan's solution](#)

**134.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-31 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[PoustouFlan's solution](#)

**135.**

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2022-06-15 · PyPy 3-64 (first AC) · Tags: math

[PoustouFlan's solution](#)

**136.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[PoustouFlan's solution](#)

**137.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: bitmasks, math

[PoustouFlan's solution](#)

**138.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[PoustouFlan's solution](#)

**139.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[PoustouFlan's solution](#)

**140.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[PoustouFlan's solution](#)

**141.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-29 · OCaml (first AC) · Tags: implementation, sortings

[PoustouFlan's solution](#)

**142.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-09-02 · PyPy 3 (first AC) · Tags: greedy, sortings

[PoustouFlan's solution](#)

**143.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[PoustouFlan's solution](#)

**144.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-02-24 · Python 3 (first AC) · Tags: data structures, greedy, math

[PoustouFlan's solution](#)

**145.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 1100 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[PoustouFlan's solution](#)

**146.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[PoustouFlan's solution](#)

**147.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · Python 3 (first AC) · Tags: binary search, brute force, dp, math

[PoustouFlan's solution](#)

**148.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,663 global accepts · Rating: 1100 · first AC: 2020-05-03 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[PoustouFlan's solution](#)

**149.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2020-05-02 · Python 3 (first AC) · Tags: bitmasks, greedy

[PoustouFlan's solution](#)

**150.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2020-04-17 · Python 3 (first AC) · Tags: brute force, implementation

[PoustouFlan's solution](#)

**151.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: binary search, greedy, implementation, sortings

[PoustouFlan's solution](#)

**152.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[PoustouFlan's solution](#)

**153.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-09-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[PoustouFlan's solution](#)

**154.**

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2022-08-31 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[PoustouFlan's solution](#)

**155.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-08-31 · last AC: 2022-08-31 · PyPy 3-64 (first AC) · Tags: greedy, hashing, implementation, sortings

[PoustouFlan's solution](#)

**156.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[PoustouFlan's solution](#)

**157.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2022-08-08 · Python 3 (first AC) · Tags: math

[PoustouFlan's solution](#)

**158.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math

[PoustouFlan's solution](#)

**159.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[PoustouFlan's solution](#)

**160.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[PoustouFlan's solution](#)

**161.**

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2022-06-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[PoustouFlan's solution](#)

**162.**

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[PoustouFlan's solution](#)

**163.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[PoustouFlan's solution](#)

**164.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2022-01-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[PoustouFlan's solution](#)

**165.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[PoustouFlan's solution](#)

**166.**

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[PoustouFlan's solution](#)

**167.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[PoustouFlan's solution](#)

**168.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, math, two pointers

[PoustouFlan's solution](#)

**169.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[PoustouFlan's solution](#)

**170.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PoustouFlan's solution](#)

**171.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[PoustouFlan's solution](#)

**172.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy

[PoustouFlan's solution](#)

**173.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math,

number theory

[PoustouFlan's solution](#)

**174.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[PoustouFlan's solution](#)

**175.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-04-19 · Python 3 (first AC) · Tags: bitmasks, combinatorics, math

[PoustouFlan's solution](#)

**176.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: brute force, implementation, math

[PoustouFlan's solution](#)

**177.**

1355A

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

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-16 · Python 3 (first AC) · Tags: brute force, implementation, math

[PoustouFlan's solution](#)

**178.**

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-21 · Python 3 (first AC) · Tags: dp, greedy, two pointers

[PoustouFlan's solution](#)

**179.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[PoustouFlan's solution](#)

**180.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: dp, implementation, math

[PoustouFlan's solution](#)

**181.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[PoustouFlan's solution](#)

**182.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[PoustouFlan's solution](#)

**183.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: implementation, math

[PoustouFlan's solution](#)

**184.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · PyPy 3-64 (first AC) · Tags: greedy

[PoustouFlan's solution](#)

**185.**

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2022-08-31 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[PoustouFlan's solution](#)

**186.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[PoustouFlan's solution](#)

**187.**

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation

[PoustouFlan's solution](#)

**188.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-08-04 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[PoustouFlan's solution](#)

**189.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2022-08-03 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[PoustouFlan's solution](#)

**190.**

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: geometry

[PoustouFlan's solution](#)

**191.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, strings

[PoustouFlan's solution](#)

**192.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[PoustouFlan's solution](#)

**193.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: binary search, math

[PoustouFlan's solution](#)

**194.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,503 global accepts · Rating: 1300 · first AC: 2022-06-15 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, sortings

[PoustouFlan's solution](#)

**195.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2022-06-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[PoustouFlan's solution](#)

**196.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-01-24 · last AC: 2022-01-24 · C# 8 (first AC) · Tags: implementation

[PoustouFlan's solution](#)

**197.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2022-01-07 · last AC: 2022-01-07 · C# 8 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[PoustouFlan's solution](#)

**198.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[PoustouFlan's solution](#)

**199.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2021-09-09 · PyPy 3 (first AC) · Tags: dp, greedy, math, number theory

[PoustouFlan's solution](#)

**200.**

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[PoustouFlan's solution](#)

**201.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[PoustouFlan's solution](#)

**202.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: dp, graphs, implementation, shortest paths

[PoustouFlan's solution](#)

**203.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: math, number theory

[PoustouFlan's solution](#)

**204.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · Python 3 (first AC) · Tags: greedy, implementation

[PoustouFlan's solution](#)

**205.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[PoustouFlan's solution](#)

**206.**

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[PoustouFlan's solution](#)

**207.**

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: geometry, math

[PoustouFlan's solution](#)

**208.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[PoustouFlan's solution](#)

**209.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-09-02 · last AC: 2022-09-02 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[PoustouFlan's solution](#)

**210.**

1721C

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

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[PoustouFlan's solution](#)

**211.**

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special, implementation, strings

[PoustouFlan's solution](#)

**212.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[PoustouFlan's solution](#)

**213.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[PoustouFlan's solution](#)

**214.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2022-06-15 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[PoustouFlan's solution](#)

**215.**

1374D

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

Quality: 31,100 global accepts · Rating: 1400 · first AC: 2022-06-01 · PyPy 3-64 (first AC) · Tags: math, sortings, two pointers

[PoustouFlan's solution](#)

**216.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-05-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[PoustouFlan's solution](#)

**217.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[PoustouFlan's solution](#)

**218.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[PoustouFlan's solution](#)

**219.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[PoustouFlan's solution](#)

**220.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-20 · Python 3 (first AC) · Tags: \*special, implementation

[PoustouFlan's solution](#)

**221.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · Python 3 (first AC) · Tags: games, math, number theory

[PoustouFlan's solution](#)

**222.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: implementation, strings

[PoustouFlan's solution](#)

**223.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · Python 3 (first AC) · Tags: constructive algorithms, math

[PoustouFlan's solution](#)

**224.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · Python 3 (first AC) · Tags: dp, math, number theory

[PoustouFlan's solution](#)

**225.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[PoustouFlan's solution](#)

**226.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,916 global accepts · Rating: 1500 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: math, number theory

[PoustouFlan's solution](#)

**227.**

2003D1

[Turtle and a MEX Problem \(Easy Version\) · Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, math

[PoustouFlan's solution](#)

**228.**

2001C

[Guess The Tree · Tutorial](#)

Quality: 12,799 global accepts · Rating: 1500 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[PoustouFlan's solution](#)

**229.**

1999F

[Expected Median · Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[PoustouFlan's solution](#)

**230.**

1999G1

[Ruler \(easy version\) · Tutorial](#)

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[PoustouFlan's solution](#)

**231.**

1851E

[Nastya and Potions · Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[PoustouFlan's solution](#)

**232.**

1722G

[Even-Odd XOR · Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-31 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[PoustouFlan's solution](#)

**233.**

130D

[Exponentiation · Tutorial](#)

Quality: 425 global accepts · Rating: 1500 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special

[PoustouFlan's solution](#)

**234.**

130C

[Decimal sum · Tutorial](#)

Quality: 539 global accepts · Rating: 1500 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special

[PoustouFlan's solution](#)

**235.**

1283C

[Friends and Gifts · Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math

[PoustouFlan's solution](#)

**236.**

1379B

[Dubious Crypto · Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2022-06-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math, number theory

[PoustouFlan's solution](#)

**237.**

1296D

[Fight with Monsters · Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2022-05-30 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[PoustouFlan's solution](#)

**238.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[PoustouFlan's solution](#)

**239.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: greedy, sortings, two pointers

[PoustouFlan's solution](#)

**240.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy

[PoustouFlan's solution](#)

**241.**

1486B

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

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-25 · Python 3 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[PoustouFlan's solution](#)

**242.**

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2021-02-24 · Python 3 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[PoustouFlan's solution](#)

**243.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-08-02 · Python 3 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[PoustouFlan's solution](#)

**244.**

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · Python 3 (first AC) · Tags: greedy, implementation

[PoustouFlan's solution](#)

**245.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · Python 3 (first AC) · Tags: bitmasks, brute force, greedy

[PoustouFlan's solution](#)

**246.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[PoustouFlan's solution](#)

**247.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[PoustouFlan's solution](#)

**248.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[PoustouFlan's solution](#)

**249.**

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,506 global accepts · Rating: 1600 · first AC: 2022-09-16 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[PoustouFlan's solution](#)

**250.**

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-08-31 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation

[PoustouFlan's solution](#)

**251.**

130H

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

Quality: 929 global accepts · Rating: 1600 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special

[PoustouFlan's solution](#)

**252.**

130F

[Prime factorization](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1600 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special

[PoustouFlan's solution](#)

**253.**

130E

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

Quality: 323 global accepts · Rating: 1600 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special

[PoustouFlan's solution](#)

**254.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[PoustouFlan's solution](#)

**255.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[PoustouFlan's solution](#)

**256.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2022-06-01 · PyPy 3-64 (first AC) · Tags: hashing, implementation, math

[PoustouFlan's solution](#)

**257.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[PoustouFlan's solution](#)

**258.**

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-05-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy  
[PoustouFlan's solution](#)

**259.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-09-02 · PyPy 3 (first AC) · Tags: binary search, interactive  
[PoustouFlan's solution](#)

**260.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-20 · Python 3 (first AC) · Tags: \*special, implementation, number theory  
[PoustouFlan's solution](#)

**261.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · Python 3 (first AC) · Tags: greedy, number theory  
[PoustouFlan's solution](#)

**262.**

1486C1

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

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-25 · Python 3 (first AC) · Tags: binary search, interactive  
[PoustouFlan's solution](#)

**263.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: games, trees  
[PoustouFlan's solution](#)

**264.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · Python 3 (first AC) · Tags: math  
[PoustouFlan's solution](#)

**265.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · Python 3 (first AC) · Tags: math, sortings  
[PoustouFlan's solution](#)

**266.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[PoustouFlan's solution](#)

**267.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-16 · Python 3 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[PoustouFlan's solution](#)

**268.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: implementation, math  
[PoustouFlan's solution](#)

**269.**

2009F

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

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, flows, math

[PoustouFlan's solution](#)

**270.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[PoustouFlan's solution](#)

**271.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-29 · GNU C11 (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[PoustouFlan's solution](#)

**272.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-06 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[PoustouFlan's solution](#)

**273.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[PoustouFlan's solution](#)

**274.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[PoustouFlan's solution](#)

**275.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-31 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation

[PoustouFlan's solution](#)

**276.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[PoustouFlan's solution](#)

**277.**

130G

[CAPS LOCK ON](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 1700 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special

[PoustouFlan's solution](#)

**278.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[PoustouFlan's solution](#)

**279.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[PoustouFlan's solution](#)

**280.**

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[PoustouFlan's solution](#)

**281.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · PyPy 3-64 (first AC) · Tags: greedy, strings

[PoustouFlan's solution](#)

**282.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[PoustouFlan's solution](#)

**283.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[PoustouFlan's solution](#)

**284.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[PoustouFlan's solution](#)

**285.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[PoustouFlan's solution](#)

**286.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[PoustouFlan's solution](#)

**287.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[PoustouFlan's solution](#)

**288.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: binary search, math

[PoustouFlan's solution](#)

**289.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[PoustouFlan's solution](#)

**290.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-23 · Python 3 (first AC) · Tags: bitmasks, dp, greedy

[PoustouFlan's solution](#)

**291.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[PoustouFlan's solution](#)

**292.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[PoustouFlan's solution](#)

**293.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: dp, greedy

[PoustouFlan's solution](#)

**294.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[PoustouFlan's solution](#)

**295.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, strings, trees

[PoustouFlan's solution](#)

**296.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-27 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[PoustouFlan's solution](#)

**297.**

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[PoustouFlan's solution](#)

**298.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[PoustouFlan's solution](#)

**299.**

130J

[Date calculation](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 1800 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special

[PoustouFlan's solution](#)

**300.**

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[PoustouFlan's solution](#)

**301.**

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[PoustouFlan's solution](#)

**302.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[PoustouFlan's solution](#)

**303.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-20 · Python 3 (first AC) · Tags: \*special, greedy, implementation, shortest paths

[PoustouFlan's solution](#)

**304.**

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-20 · Python 3 (first AC) · Tags: \*special, number theory

[PoustouFlan's solution](#)

**305.**

1367D

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

Quality: 8,817 global accepts · Rating: 1800 · first AC: 2020-06-16 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[PoustouFlan's solution](#)

**306.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · Python 3 (first AC) · Tags: binary search, implementation, math, two pointers

[PoustouFlan's solution](#)

**307.**

2009G1

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

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[PoustouFlan's solution](#)

**308.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[PoustouFlan's solution](#)

**309.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1900 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[PoustouFlan's solution](#)

**310.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[PoustouFlan's solution](#)

**311.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[PoustouFlan's solution](#)

**312.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[PoustouFlan's solution](#)

**313.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[PoustouFlan's solution](#)

**314.**

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[PoustouFlan's solution](#)

**315.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, trees

[PoustouFlan's solution](#)

**316.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, hashing, implementation, math

[PoustouFlan's solution](#)

**317.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-06-03 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[PoustouFlan's solution](#)

**318.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-09-10 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[PoustouFlan's solution](#)

**319.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-25 · Python 3 (first AC) · Tags: binary search, interactive

[PoustouFlan's solution](#)

**320.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[PoustouFlan's solution](#)

**321.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[PoustouFlan's solution](#)

**322.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[PoustouFlan's solution](#)

**323.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation

[PoustouFlan's solution](#)

**324.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[PoustouFlan's solution](#)

**325.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[PoustouFlan's solution](#)

**326.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[PoustouFlan's solution](#)

**327.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · Python 3 (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[PoustouFlan's solution](#)

**328.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive

[PoustouFlan's solution](#)

**329.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 2000 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[PoustouFlan's solution](#)

**330.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[PoustouFlan's solution](#)

**331.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[PoustouFlan's solution](#)

**332.**

1165F1

[Microtransactions \(easy version\)](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2022-03-06 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[PoustouFlan's solution](#)

**333.**

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[PoustouFlan's solution](#)

**334.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2022-03-06 · PyPy 3-64 (first AC) · Tags: bitmasks, probabilities

[PoustouFlan's solution](#)

**335.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[PoustouFlan's solution](#)

**336.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[PoustouFlan's solution](#)

**337.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[PoustouFlan's solution](#)

**338.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2022-06-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[PoustouFlan's solution](#)

**339.**

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[PoustouFlan's solution](#)

**340.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[PoustouFlan's solution](#)

**341.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: binary search, implementation, interactive, math  
[PoustouFlan's solution](#)

**342.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[PoustouFlan's solution](#)

**343.**

1721E

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

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

**344.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math  
[PoustouFlan's solution](#)

**345.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[PoustouFlan's solution](#)

**346.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-09-10 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[PoustouFlan's solution](#)

**347.**

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-06-28 · Secret 2021 (first AC) · Tags: \*special  
[PoustouFlan's solution](#)

**348.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[PoustouFlan's solution](#)

**349.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-20 · Python 3 (first AC) · Tags: \*special, math  
[PoustouFlan's solution](#)

**350.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[PoustouFlan's solution](#)

### 351.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, strings

[PoustouFlan's solution](#)

### 352.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[PoustouFlan's solution](#)

### 353.

130I

[Array sorting](#) · [Tutorial](#)

Quality: 191 global accepts · Rating: 2300 · first AC: 2022-08-15 · Befunge (first AC) · Tags: \*special, sortings

[PoustouFlan's solution](#)

### 354.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, math

[PoustouFlan's solution](#)

### 355.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[PoustouFlan's solution](#)

### 356.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[PoustouFlan's solution](#)

### 357.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[PoustouFlan's solution](#)

### 358.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2022-05-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[PoustouFlan's solution](#)

### 359.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[PoustouFlan's solution](#)

### 360.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[PoustouFlan's solution](#)

**361.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[PoustouFlan's solution](#)

**362.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[PoustouFlan's solution](#)

**363.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-10 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, math

[PoustouFlan's solution](#)

**364.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, implementation

[PoustouFlan's solution](#)

**365.**

1952I

[Dark Matter](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, bitmasks, geometry

[PoustouFlan's solution](#)

**366.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[PoustouFlan's solution](#)

**367.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, brute force

[PoustouFlan's solution](#)

**368.**

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, implementation, strings

[PoustouFlan's solution](#)

**369.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[PoustouFlan's solution](#)

**370.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[PoustouFlan's solution](#)

### 371.

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2024-03-31 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[PoustouFlan's solution](#)

### 372.

1812A

#### [Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: \*special, expression parsing, strings

[PoustouFlan's solution](#)

### 373.

1331B

#### [Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-16 · Python 3 (first AC) · Tags: \*special, math, number theory

[PoustouFlan's solution](#)

### 374.

1331A

#### [Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-16 · Python 3 (first AC) · Tags: \*special

[PoustouFlan's solution](#)