

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

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# Unique solved — QCFium

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

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

Filters: none

Count: 220

1.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[QCFium's solution](#)

2.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[QCFium's solution](#)

3.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[QCFium's solution](#)

4.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[QCFium's solution](#)

5.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[QCFium's solution](#)

6.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[QCFium's solution](#)

7.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[QCFium's solution](#)

8.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[QCFium's solution](#)

9.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[QCFium's solution](#)

**10.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,216 global accepts · Rating: 900 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[QCFium's solution](#)

**11.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[QCFium's solution](#)

**12.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[QCFium's solution](#)

**13.**

1266A

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

Quality: 17,512 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[QCFium's solution](#)

**14.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[QCFium's solution](#)

**15.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[QCFium's solution](#)

**16.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[QCFium's solution](#)

**17.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[QCFium's solution](#)

**18.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[QCFium's solution](#)

**19.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[QCFium's solution](#)

**20.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[QCFium's solution](#)

**21.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QCFium's solution](#)

**22.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[QCFium's solution](#)

**23.**

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[QCFium's solution](#)

**24.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[QCFium's solution](#)

**25.**

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[QCFium's solution](#)

**26.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[QCFium's solution](#)

**27.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[QCFium's solution](#)

**28.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[QCFium's solution](#)

**29.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[QCFium's solution](#)

**30.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[QCFium's solution](#)

**31.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[QCFium's solution](#)

**32.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[QCFium's solution](#)

**33.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[QCFium's solution](#)

**34.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[QCFium's solution](#)

**35.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[QCFium's solution](#)

**36.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**37.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[QCFium's solution](#)

**38.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[QCFium's solution](#)

**39.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[QCFium's solution](#)

**40.**

1336A

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

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[QCFium's solution](#)

41.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[QCFium's solution](#)

42.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[QCFium's solution](#)

43.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[QCFium's solution](#)

44.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[QCFium's solution](#)

45.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[QCFium's solution](#)

46.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[QCFium's solution](#)

47.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[QCFium's solution](#)

48.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[QCFium's solution](#)

49.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[QCFium's solution](#)

50.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QCFium's solution](#)

51.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

52.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[QCFium's solution](#)

53.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

54.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[QCFium's solution](#)

55.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[QCFium's solution](#)

56.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[QCFium's solution](#)

57.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[QCFium's solution](#)

58.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[QCFium's solution](#)

59.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[QCFium's solution](#)

60.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**61.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[QCFium's solution](#)

**62.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[QCFium's solution](#)

**63.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[QCFium's solution](#)

**64.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[QCFium's solution](#)

**65.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[QCFium's solution](#)

**66.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · last AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[QCFium's solution](#)

**67.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**68.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[QCFium's solution](#)

**69.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**70.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[QCFium's solution](#)

**71.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[QCFium's solution](#)

**72.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[QCFium's solution](#)

**73.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[QCFium's solution](#)

**74.**

1284D

[New Year and Conference](#) · [Tutorial](#)

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[QCFium's solution](#)

**75.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QCFium's solution](#)

**76.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**77.**

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[QCFium's solution](#)

**78.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[QCFium's solution](#)

**79.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[QCFium's solution](#)

**80.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[QCFium's solution](#)

81.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

82.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[QCFium's solution](#)

83.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[QCFium's solution](#)

84.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[QCFium's solution](#)

85.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · last AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[QCFium's solution](#)

86.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QCFium's solution](#)

87.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[QCFium's solution](#)

88.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

89.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

90.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[QCFium's solution](#)

**91.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings  
[QCFium's solution](#)

**92.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive  
[QCFium's solution](#)

**93.**

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[QCFium's solution](#)

**94.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[QCFium's solution](#)

**95.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive  
[QCFium's solution](#)

**96.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers  
[QCFium's solution](#)

**97.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2020-01-05 · last AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees  
[QCFium's solution](#)

**98.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings  
[QCFium's solution](#)

**99.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle  
[QCFium's solution](#)

**100.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs  
[QCFium's solution](#)

**101.**

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[QCFium's solution](#)

**102.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[QCFium's solution](#)

**103.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[QCFium's solution](#)

**104.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[QCFium's solution](#)

**105.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[QCFium's solution](#)

**106.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[QCFium's solution](#)

**107.**

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[QCFium's solution](#)

**108.**

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QCFium's solution](#)

**109.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[QCFium's solution](#)

**110.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[QCFium's solution](#)

**111.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[QCFium's solution](#)

**112.**

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[QCFium's solution](#)

**113.**

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs  
[QCFium's solution](#)

**114.**

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: hashing  
[QCFium's solution](#)

**115.**

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths  
[QCFium's solution](#)

**116.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[QCFium's solution](#)

**117.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[QCFium's solution](#)

**118.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[QCFium's solution](#)

**119.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees  
[QCFium's solution](#)

**120.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation  
[QCFium's solution](#)

**121.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QCFium's solution](#)

**122.**

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[QCFium's solution](#)

**123.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[QCFium's solution](#)

**124.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**125.**

1776M

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

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[QCFium's solution](#)

**126.**

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**127.**

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**128.**

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[QCFium's solution](#)

**129.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QCFium's solution](#)

**130.**

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[QCFium's solution](#)

**131.**

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**132.**

1666B

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

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**133.**

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-04-03 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[QCFium's solution](#)

**134.**

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**135.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**136.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**137.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**138.**

102511B

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

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**139.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**140.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**141.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**142.**

103797B

[Bus Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**143.**

103797J

[Judge Crush](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**144.**

103797E

[Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**145.**

103797F

[Faulty Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**146.**

103797G

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**147.**

103797D

[Dynamic Duo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**148.**

103797C

[Cute Sentences](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**149.**

103797I

[I cry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · Python 3 (first AC) · Tags: —

[QCFium's solution](#)

**150.**

103797H

[High Profile Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · Python 3 (first AC) · Tags: —

[QCFium's solution](#)

**151.**

103797A

[Advisor Enemies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**152.**

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**153.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**154.**

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**155.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**156.**

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**157.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**158.**

101471A

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

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**159.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**160.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**161.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**162.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**163.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**164.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**165.**

102482H

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

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**166.**

102482K

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

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**167.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**168.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**169.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**170.**

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**171.**

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**172.**

104114I

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

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**173.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**174.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**175.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**176.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**177.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**178.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**179.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**180.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**181.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**182.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**183.**

103687D

[The Profiteer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · last AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**184.**

103687H

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**185.**

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**186.**

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**187.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**188.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**189.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**190.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**191.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**192.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**193.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · Python 3 (first AC) · Tags: —

[QCFium's solution](#)

**194.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**195.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**196.**

104172G

[Paddle Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**197.**

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**198.**

104172D

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

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**199.**

104172L

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

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**200.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**201.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**202.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**203.**

104172E

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

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**204.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**205.**

104172H

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

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**206.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**207.**

104160B

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

Rating: — · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**208.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**209.**

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[QCFium's solution](#)

**210.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[QCFium's solution](#)

**211.**

104160E

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