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Unique solved — Ramzel

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3.

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1638A

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1634A

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88.

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1015D

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97.

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98.

1006E

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99.

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105.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Ramzel's solution](#)

106.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ramzel's solution](#)

107.

1384C

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

Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Ramzel's solution](#)

108.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Ramzel's solution](#)

109.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ramzel's solution](#)

110.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Ramzel's solution](#)

111.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ramzel's solution](#)

112.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Ramzel's solution](#)

113.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ramzel's solution](#)

114.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Ramzel's solution](#)

115.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Ramzel's solution](#)

116.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Ramzel's solution](#)

117.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ramzel's solution](#)

118.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ramzel's solution](#)

119.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Ramzel's solution](#)

120.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Ramzel's solution](#)

121.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ramzel's solution](#)

122.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 1800 · first AC: 2018-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Ramzel's solution](#)

123.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Ramzel's solution](#)

124.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Ramzel's solution](#)

125.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Ramzel's solution](#)

126.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ramzel's solution](#)

127.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Ramzel's solution](#)

128.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Ramzel's solution](#)

129.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Ramzel's solution](#)

130.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Ramzel's solution](#)

131.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Ramzel's solution](#)

132.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Ramzel's solution](#)

133.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Ramzel's solution](#)

134.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ramzel's solution](#)

135.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Ramzel's solution](#)

136.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, greedy, implementation

[Ramzel's solution](#)

137.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Ramzel's solution](#)

138.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Ramzel's solution](#)

139.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Ramzel's solution](#)

140.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Ramzel's solution](#)

141.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Ramzel's solution](#)

142.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Ramzel's solution](#)

143.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ramzel's solution](#)

144.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Ramzel's solution](#)

145.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Ramzel's solution](#)

146.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Ramzel's solution](#)

147.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Ramzel's solution](#)

148.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ramzel's solution](#)

149.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Ramzel's solution](#)

150.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Ramzel's solution](#)

151.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Ramzel's solution](#)

152.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ramzel's solution](#)

153.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Ramzel's solution](#)

154.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Ramzel's solution](#)

155.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Ramzel's solution](#)

156.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Ramzel's solution](#)

157.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Ramzel's solution](#)

158.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2019-10-02 · last AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Ramzel's solution](#)

159.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Ramzel's solution](#)

160.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Ramzel's solution](#)

161.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Ramzel's solution](#)

162.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Ramzel's solution](#)

163.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Ramzel's solution](#)

164.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ramzel's solution](#)

165.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Ramzel's solution](#)

166.

104596I

[Square Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

167.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

168.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

169.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

170.

104596B

[Bio Trip](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

171.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

172.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

173.

104596H

[Remainder Reminder](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

174.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

175.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ramzel's solution](#)

176.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · PyPy 3-64 (first AC) · Tags: —

[Ramzel's solution](#)

177.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

178.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

179.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

180.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

181.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

182.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

183.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

184.

103443D

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

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

185.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

186.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

187.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

188.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

189.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

190.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

191.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

192.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

193.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

194.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

195.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

196.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

197.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

198.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

199.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

200.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

201.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

202.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

203.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

204.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

205.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

206.

102832D

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

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

207.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

208.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

209.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

210.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

211.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

212.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

213.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

214.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

215.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

216.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

217.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

218.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

219.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

220.

103102I

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

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

221.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

222.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

223.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

224.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

225.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

226.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

227.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

228.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

229.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

230.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

231.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

232.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

233.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

234.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

235.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

236.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

237.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

238.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

239.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

240.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

241.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

242.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

243.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

244.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

245.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

246.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

247.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

248.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

249.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

250.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

251.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

252.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

253.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

254.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

255.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

256.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

257.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

258.

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

259.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

260.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

261.

100803G

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

Rating: — · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

262.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

263.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

264.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

265.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

266.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

267.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

268.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

269.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

270.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

271.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

272.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

273.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

274.

100963I

[Minimum Bounding Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

275.

100963J

[Once Upon A Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

276.

100963F

[Flame of Nucleus](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

277.

100963B

[Greedy, Greedy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

278.

100963C

[First Experience](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

279.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

280.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

281.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

282.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

283.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

284.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

285.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

286.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

287.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

288.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

289.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

290.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

291.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

292.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ramzel's solution](#)

293.

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ramzel's solution](#)

294.

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: —

[Ramzel's solution](#)

295.

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: —

[Ramzel's solution](#)