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Unique solved — Rice tawara459

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

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

Filters: none

Count: 374

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)

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2.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

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3.

2172A

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

Quality: 14,521 global accepts · Rating: 800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)

[Rice tawara459's solution](#)

4.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

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5.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[Rice tawara459's solution](#)

6.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [sortings](#)

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7.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,573 global accepts · Rating: 800 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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8.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [math](#)

[Rice tawara459's solution](#)

9.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: [graph matchings](#), [greedy](#)

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10.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings
[Rice_tawara459's solution](#)

11.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[Rice_tawara459's solution](#)

12.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[Rice_tawara459's solution](#)

13.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: dp, geometry, greedy, math
[Rice_tawara459's solution](#)

14.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Rice_tawara459's solution](#)

15.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Rice_tawara459's solution](#)

16.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: implementation
[Rice_tawara459's solution](#)

17.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: greedy, math
[Rice_tawara459's solution](#)

18.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,159 global accepts · Rating: 800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[Rice_tawara459's solution](#)

19.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,134 global accepts · Rating: 800 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy
[Rice_tawara459's solution](#)

20.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: math
[Rice_tawara459's solution](#)

21.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[Rice_tawara459's solution](#)

22.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

[Rice_tawara459's solution](#)

23.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, math, strings

[Rice_tawara459's solution](#)

24.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Rice_tawara459's solution](#)

25.

2010A

[Alternating Sum of Numbers](#) · [Tutorial](#)

Quality: 21,266 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[Rice_tawara459's solution](#)

26.

2048B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Rice_tawara459's solution](#)

27.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[Rice_tawara459's solution](#)

28.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Rice_tawara459's solution](#)

29.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-05 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[Rice_tawara459's solution](#)

30.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

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31.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Rice_tawara459's solution](#)

32.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Rice_tawara459's solution](#)

33.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[Rice_tawara459's solution](#)

34.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[Rice_tawara459's solution](#)

35.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[Rice_tawara459's solution](#)

36.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 1100 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: dp, dsu, graphs, math

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37.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Rice_tawara459's solution](#)

38.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Rice_tawara459's solution](#)

39.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Rice_tawara459's solution](#)

40.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: greedy, matrices

[Rice_tawara459's solution](#)

41.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[Rice_tawara459's solution](#)

42.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures,

greedy

[Rice_tawara459's solution](#)

43.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Rice_tawara459's solution](#)

44.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Rice_tawara459's solution](#)

45.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Rice_tawara459's solution](#)

46.

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: implementation, math

[Rice_tawara459's solution](#)

47.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Rice_tawara459's solution](#)

48.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Rice_tawara459's solution](#)

49.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Rice_tawara459's solution](#)

50.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[Rice_tawara459's solution](#)

51.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Rice_tawara459's solution](#)

52.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Rice_tawara459's solution](#)

53.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Rice_tawara459's solution](#)

54.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Rice_tawara459's solution](#)

55.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Rice_tawara459's solution](#)

56.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[Rice_tawara459's solution](#)

57.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: data structures, dp, dsu, greedy, math

[Rice_tawara459's solution](#)

58.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Rice_tawara459's solution](#)

59.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Rice_tawara459's solution](#)

60.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Rice_tawara459's solution](#)

61.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Rice_tawara459's solution](#)

62.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Rice_tawara459's solution](#)

63.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: games, greedy

[Rice_tawara459's solution](#)

64.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: data structures, geometry, greedy, sortings

[Rice_tawara459's solution](#)

65.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Rice_tawara459's solution](#)

66.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

[Rice_tawara459's solution](#)

67.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, sortings

[Rice_tawara459's solution](#)

68.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[Rice_tawara459's solution](#)

69.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Rice_tawara459's solution](#)

70.

2069C

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

Quality: 14,819 global accepts · Rating: 1500 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Rice_tawara459's solution](#)

71.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Rice_tawara459's solution](#)

72.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Rice_tawara459's solution](#)

73.

2008E

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

Quality: 13,220 global accepts · Rating: 1500 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy,

implementation, strings

[Rice_tawara459's solution](#)

74.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[Rice_tawara459's solution](#)

75.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Rice_tawara459's solution](#)

76.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Rice_tawara459's solution](#)

77.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-02-13 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

78.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Rice_tawara459's solution](#)

79.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Rice_tawara459's solution](#)

80.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Rice_tawara459's solution](#)

81.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Rice_tawara459's solution](#)

82.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Rice_tawara459's solution](#)

83.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Rice_tawara459's solution](#)

84.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[Rice_tawara459's solution](#)

85.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[Rice_tawara459's solution](#)

86.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[Rice_tawara459's solution](#)

87.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: dp, implementation
[Rice_tawara459's solution](#)

88.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[Rice_tawara459's solution](#)

89.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-04 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[Rice_tawara459's solution](#)

90.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[Rice_tawara459's solution](#)

91.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy
[Rice_tawara459's solution](#)

92.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
[Rice_tawara459's solution](#)

93.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[Rice_tawara459's solution](#)

94.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Rice_tawara459's solution](#)

95.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Rice_tawara459's solution](#)

96.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Rice_tawara459's solution](#)

97.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Rice_tawara459's solution](#)

98.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[Rice_tawara459's solution](#)

99.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Rice_tawara459's solution](#)

100.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[Rice_tawara459's solution](#)

101.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Rice_tawara459's solution](#)

102.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Rice_tawara459's solution](#)

103.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Rice_tawara459's solution](#)

104.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

105.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Rice_tawara459's solution](#)

106.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Rice_tawara459's solution](#)

107.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[Rice_tawara459's solution](#)

108.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Rice_tawara459's solution](#)

109.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Rice_tawara459's solution](#)

110.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Rice_tawara459's solution](#)

111.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Rice_tawara459's solution](#)

112.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Rice_tawara459's solution](#)

113.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[Rice_tawara459's solution](#)

114.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 2000 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Rice_tawara459's solution](#)

115.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[Rice_tawara459's solution](#)

116.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Rice_tawara459's solution](#)

117.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Rice_tawara459's solution](#)

118.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[Rice_tawara459's solution](#)

119.

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Rice_tawara459's solution](#)

120.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Rice_tawara459's solution](#)

121.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Rice_tawara459's solution](#)

122.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-02-13 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

123.

2040E

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

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Rice_tawara459's solution](#)

124.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Rice_tawara459's solution](#)

125.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Rice_tawara459's solution](#)

126.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[Rice_tawara459's solution](#)

127.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Rice_tawara459's solution](#)

128.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Rice_tawara459's solution](#)

129.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-02-13 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

130.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Rice_tawara459's solution](#)

131.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths

[Rice_tawara459's solution](#)

132.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Rice_tawara459's solution](#)

133.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Rice_tawara459's solution](#)

134.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Rice_tawara459's solution](#)

135.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Rice_tawara459's solution](#)

136.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Rice_tawara459's solution](#)

137.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Rice_tawara459's solution](#)

138.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-02-13 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

139.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Rice_tawara459's solution](#)

140.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math

[Rice_tawara459's solution](#)

141.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Rice_tawara459's solution](#)

142.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Rice_tawara459's solution](#)

143.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Rice_tawara459's solution](#)

144.

2096E

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

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[Rice_tawara459's solution](#)

145.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[Rice_tawara459's solution](#)

146.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[Rice_tawara459's solution](#)

147.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Rice_tawara459's solution](#)

148.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, number theory
[Rice_tawara459's solution](#)

149.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[Rice_tawara459's solution](#)

150.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[Rice_tawara459's solution](#)

151.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[Rice_tawara459's solution](#)

152.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[Rice_tawara459's solution](#)

153.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy
[Rice_tawara459's solution](#)

154.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Rice_tawara459's solution](#)

155.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Rice_tawara459's solution](#)

156.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Rice_tawara459's solution](#)

157.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Rice_tawara459's solution](#)

158.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[Rice_tawara459's solution](#)

159.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Rice_tawara459's solution](#)

160.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Rice_tawara459's solution](#)

161.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2025-02-13 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

162.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Rice_tawara459's solution](#)

163.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[Rice_tawara459's solution](#)

164.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Rice_tawara459's solution](#)

165.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: — · first AC: 2026-04-22 · last AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Rice_tawara459's solution](#)

166.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Rice_tawara459's solution](#)

167.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Rice_tawara459's solution](#)

168.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,301 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Rice_tawara459's solution](#)

169.

2225B

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

Quality: 14,103 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Rice_tawara459's solution](#)

170.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,635 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Rice_tawara459's solution](#)

171.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Rice_tawara459's solution](#)

172.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Rice_tawara459's solution](#)

173.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,089 global accepts · Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Rice_tawara459's solution](#)

174.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

175.

106189I

[Agronomist](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

176.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

177.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

178.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

179.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

180.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · Python 3 (first AC) · Tags: —

[Rice_tawara459's solution](#)

181.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

182.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

183.

106189L

[Bitwise operations](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

184.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

185.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

186.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

187.

106262K

[Toxic Culinary](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

188.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

189.

106262D

[Drinking Culture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

190.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

191.

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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192.

106262H

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193.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

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194.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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195.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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196.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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197.

106164A

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

198.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

199.

106164J

[Joyeuse](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

200.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

201.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

202.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

203.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

204.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

205.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

206.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

207.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

208.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

209.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

210.

103990A

[AibohphobIA](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

211.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

212.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

213.

103990D

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

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

214.

103990B

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

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

215.

103990E

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

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

216.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

217.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

218.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

219.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

220.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

221.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

222.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

223.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

224.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

225.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

226.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

227.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

228.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

229.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

230.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

231.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

232.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

233.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

234.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

235.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

236.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

237.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

238.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

239.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

240.

105383H

[Harmonious Passage of Magicians](#) · [Tutorial](#)

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

[Rice_tawara459's solution](#)

241.

105383G

[Game of Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

242.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

243.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

244.

105383L

[Lexicopolis](#) · [Tutorial](#)

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

[Rice_tawara459's solution](#)

245.

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

246.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

247.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

248.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

249.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

250.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

251.

105383J

[Just Round Down](#) · [Tutorial](#)

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

[Rice_tawara459's solution](#)

252.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

253.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

254.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

255.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

256.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

257.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

258.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

259.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

260.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

261.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

262.

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

263.

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

264.

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

265.

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

266.

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

267.

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

268.

105637K

[Iranian Hazfi Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

269.

105637J

[Magic with Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

270.

105637E

[Parking Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

271.

105637C

[Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

272.

105637B

[Flower Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

273.

105637A

[Final Price](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

274.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

275.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

276.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

277.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

278.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

279.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

280.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

281.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

282.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

283.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

284.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

285.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

286.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

287.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

288.

1952D

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

Quality: 5,359 global accepts · Rating: — · first AC: 2025-03-31 · PyPy 3-64 (first AC) · Tags: *special, implementation

[Rice_tawara459's solution](#)

289.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-03-31 · PyPy 3-64 (first AC) · Tags: *special, strings

[Rice_tawara459's solution](#)

290.

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2025-03-31 · PyPy 3-64 (first AC) · Tags: *special, strings

[Rice_tawara459's solution](#)

291.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

292.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

293.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

294.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

295.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

296.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

297.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Rice_tawara459's solution](#)

298.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

299.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

300.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Rice_tawara459's solution](#)

301.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

302.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · PyPy 3-64 (first AC) · Tags: —

[Rice_tawara459's solution](#)

303.

105535E

[Enter the Museum](#) · [Tutorial](#)

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304.

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306.

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307.

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[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

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308.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

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309.

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310.

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[If I Could Turn Back Time](#) · [Tutorial](#)

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311.

105537J

[Just Half is Enough](#) · [Tutorial](#)

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312.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: —

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313.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

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314.

105562C

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315.

105562B

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316.

105562M

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317.

105562K

[Kruidnoten](#) · [Tutorial](#)

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318.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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319.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: —

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320.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: —

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321.

105562J

[Jib Job](#) · [Tutorial](#)

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322.

105562D

[Dutch Democracy](#) · [Tutorial](#)

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323.

105562E

[Evolving Etymology](#) · [Tutorial](#)

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324.

105562A

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325.

104871G

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326.

104871H

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327.

104871I

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328.

104871C

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329.

104871B

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330.

104871E

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331.

104736E

[Elevated Profits](#) · [Tutorial](#)

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

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332.

104736C

[Candy Rush](#) · [Tutorial](#)

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

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333.

104736M

[Meeting Point](#) · [Tutorial](#)

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

[Rice_tawara459's solution](#)

334.

104736I

[Inversions](#) · [Tutorial](#)

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335.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

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

[Rice_tawara459's solution](#)

336.

104736F

[Forward and Backward](#) · [Tutorial](#)

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337.

104736B

[Blackboard Game](#) · [Tutorial](#)

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338.

104945L

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339.

104945G

[Favourite dish](#) · [Tutorial](#)

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340.

104945A

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341.

104945K

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342.

104945B

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343.

104945E

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344.

104945J

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104945F

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346.

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347.

105112E

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348.

105112J

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349.

105112A

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351.

105112F

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353.

105112K

[Klompdands](#) · [Tutorial](#)

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354.

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355.

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356.

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357.

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358.

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359.

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361.

101987D

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362.

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363.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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364.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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365.

102920J

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366.

102920E

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367.

102920C

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368.

102920B

[Commemorative Dice](#) · [Tutorial](#)

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369.

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370.

104849G

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371.

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