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Unique solved — ScottChou

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

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Count: 841

1.

1176A

[Divide it!](#) · [Tutorial](#)

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2.

2203A

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3.

2163A

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4.

2164A

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5.

2167C

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6.

2167B

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7.

2167A

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8.

2162A

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9.

2145A

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10.

2155A

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11.

1626A

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12.

2125A

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13.

946A

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14.

2112A

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15.

873A

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16.

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17.

2051A

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18.

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19.

1992A

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20.

2038J

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21.

2038N

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22.

2069A

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23.

2064A

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24.

2062A

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25.

2061A

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26.

2043A

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27.

2048A

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28.

2042A

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29.

2039A

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30.

2035A

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31.

2027A

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32.

2025A

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33.

1979A

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34.

1976A

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35.

1969A

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36.

1957A

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37.

1912L

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38.

1923A

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41.

1916A

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- 42.**
1913A
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1895B
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1895A
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- 46.**
1754B
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1739A
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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1730A
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1733A
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1728B
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Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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1728A
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1721A
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53.

1715A

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54.

1720B

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55.

1719B

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56.

1719A

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1713A

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58.

1716B

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59.

1716A

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60.

1704A

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61.

1709A

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62.

1706A

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63.

1708A

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64.

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65.

1466A

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66.

1699A

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67.

1695A

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Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

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68.

1688B

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69.

1688A

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Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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70.

1691A

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Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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71.

1684B

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72.

1684A

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73.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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- 74.**
1668A
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1660B
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1660A
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1658B
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1658A
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1657B
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1657A
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1623A
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1549B
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- 83.**
1549A
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- 84.**
1552A
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85.

1553A

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86.

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87.

1546A

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88.

1547B

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89.

1547A

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Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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90.

1529A

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91.

1527A

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92.

1491A

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Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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93.

1490A

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Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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94.

1474A

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95.

1617B

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96.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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97.

616A

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98.

598A

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Quality: 32,214 global accepts · Rating: 900 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: math

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99.

1992C

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Quality: 33,256 global accepts · Rating: 900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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100.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ScottChou's solution](#)

101.

2048B

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Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ScottChou's solution](#)

102.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ScottChou's solution](#)

103.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ScottChou's solution](#)

104.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ScottChou's solution](#)

105.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ScottChou's solution](#)

106.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ScottChou's solution](#)

107.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,536 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[ScottChou's solution](#)

108.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ScottChou's solution](#)

109.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation
[ScottChou's solution](#)

110.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[ScottChou's solution](#)

111.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[ScottChou's solution](#)

112.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ScottChou's solution](#)

113.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[ScottChou's solution](#)

114.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[ScottChou's solution](#)

115.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,944 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[ScottChou's solution](#)

116.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[ScottChou's solution](#)

117.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[ScottChou's solution](#)

118.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ScottChou's solution](#)

119.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ScottChou's solution](#)

120.

2203B

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

Quality: 14,285 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[ScottChou's solution](#)

121.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ScottChou's solution](#)

122.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[ScottChou's solution](#)

123.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[ScottChou's solution](#)

124.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ScottChou's solution](#)

125.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ScottChou's solution](#)

126.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ScottChou's solution](#)

127.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ScottChou's solution](#)

128.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[ScottChou's solution](#)

129.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ScottChou's solution](#)

130.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ScottChou's solution](#)

131.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[ScottChou's solution](#)

132.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ScottChou's solution](#)

133.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[ScottChou's solution](#)

134.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ScottChou's solution](#)

135.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,233 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[ScottChou's solution](#)

136.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[ScottChou's solution](#)

137.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ScottChou's solution](#)

138.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ScottChou's solution](#)

139.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ScottChou's solution](#)

140.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ScottChou's solution](#)

141.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ScottChou's solution](#)

142.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ScottChou's solution](#)

143.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[ScottChou's solution](#)

144.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ScottChou's solution](#)

145.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ScottChou's solution](#)

146.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[ScottChou's solution](#)

147.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ScottChou's solution](#)

148.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,323 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ScottChou's solution](#)

149.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[ScottChou's solution](#)

150.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ScottChou's solution](#)

151.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ScottChou's solution](#)

152.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[ScottChou's solution](#)

153.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[ScottChou's solution](#)

154.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ScottChou's solution](#)

155.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[ScottChou's solution](#)

156.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ScottChou's solution](#)

157.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[ScottChou's solution](#)

158.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[ScottChou's solution](#)

159.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ScottChou's solution](#)

160.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[ScottChou's solution](#)

161.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ScottChou's solution](#)

162.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ScottChou's solution](#)

163.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ScottChou's solution](#)

164.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ScottChou's solution](#)

165.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ScottChou's solution](#)

166.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[ScottChou's solution](#)

167.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ScottChou's solution](#)

168.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ScottChou's solution](#)

169.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[ScottChou's solution](#)

170.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy, math

[ScottChou's solution](#)

171.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,601 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ScottChou's solution](#)

172.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ScottChou's solution](#)

173.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[ScottChou's solution](#)

174.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[ScottChou's solution](#)

175.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[ScottChou's solution](#)

176.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ScottChou's solution](#)

177.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[ScottChou's solution](#)

178.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ScottChou's solution](#)

179.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[ScottChou's solution](#)

180.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[ScottChou's solution](#)

181.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[ScottChou's solution](#)

182.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ScottChou's solution](#)

183.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[ScottChou's solution](#)

184.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ScottChou's solution](#)

185.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ScottChou's solution](#)

186.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ScottChou's solution](#)

187.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ScottChou's solution](#)

188.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ScottChou's solution](#)

189.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[ScottChou's solution](#)

190.

1527B1

[Palindrome Game \(easy version\) · Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[ScottChou's solution](#)

191.

1491B

[Minimal Cost · Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[ScottChou's solution](#)

192.

1490D

[Permutation Transformation · Tutorial](#)

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[ScottChou's solution](#)

193.

914B

[Conan and Agasa play a Card Game · Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[ScottChou's solution](#)

194.

2181A

[Alphabet City · Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings
[ScottChou's solution](#)

195.

2145C

[Monocarp's String · Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[ScottChou's solution](#)

196.

2150A

[Incremental Path · Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[ScottChou's solution](#)

197.

946C

[String Transformation · Tutorial](#)

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ScottChou's solution](#)

198.

665C

[Simple Strings · Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
[ScottChou's solution](#)

199.

628C

[Bear and String Distance · Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ScottChou's solution](#)

200.

628B

[New Skateboard · Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ScottChou's solution](#)

201.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ScottChou's solution](#)

202.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[ScottChou's solution](#)

203.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[ScottChou's solution](#)

204.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[ScottChou's solution](#)

205.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[ScottChou's solution](#)

206.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[ScottChou's solution](#)

207.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ScottChou's solution](#)

208.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ScottChou's solution](#)

209.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[ScottChou's solution](#)

210.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[ScottChou's solution](#)

211.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ScottChou's solution](#)

212.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[ScottChou's solution](#)

213.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ScottChou's solution](#)

214.

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[ScottChou's solution](#)

215.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[ScottChou's solution](#)

216.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ScottChou's solution](#)

217.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[ScottChou's solution](#)

218.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ScottChou's solution](#)

219.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[ScottChou's solution](#)

220.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,577 global accepts · Rating: 1400 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[ScottChou's solution](#)

221.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ScottChou's solution](#)

222.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[ScottChou's solution](#)

223.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, math

[ScottChou's solution](#)

224.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[ScottChou's solution](#)

225.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[ScottChou's solution](#)

226.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ScottChou's solution](#)

227.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[ScottChou's solution](#)

228.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ScottChou's solution](#)

229.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ScottChou's solution](#)

230.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ScottChou's solution](#)

231.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ScottChou's solution](#)

232.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ScottChou's solution](#)

233.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ScottChou's solution](#)

234.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ScottChou's solution](#)

235.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[ScottChou's solution](#)

236.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ScottChou's solution](#)

237.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ScottChou's solution](#)

238.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[ScottChou's solution](#)

239.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ScottChou's solution](#)

240.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[ScottChou's solution](#)

241.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[ScottChou's solution](#)

242.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[ScottChou's solution](#)

243.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[ScottChou's solution](#)

244.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[ScottChou's solution](#)

245.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,023 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[ScottChou's solution](#)

246.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ScottChou's solution](#)

247.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[ScottChou's solution](#)

248.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[ScottChou's solution](#)

249.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[ScottChou's solution](#)

250.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[ScottChou's solution](#)

251.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[ScottChou's solution](#)

252.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[ScottChou's solution](#)

253.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ScottChou's solution](#)

254.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[ScottChou's solution](#)

255.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ScottChou's solution](#)

256.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[ScottChou's solution](#)

257.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[ScottChou's solution](#)

258.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[ScottChou's solution](#)

259.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[ScottChou's solution](#)

260.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[ScottChou's solution](#)

261.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[ScottChou's solution](#)

262.

2181F

[Fragmented Nim · Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[ScottChou's solution](#)

263.

2167G

[Mukhammadali and the Smooth Array · Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[ScottChou's solution](#)

264.

2167F

[Tree, TREE!!! · Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[ScottChou's solution](#)

265.

2167E

[khba Loves to Sleep! · Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[ScottChou's solution](#)

266.

2162E

[Beautiful Palindromes · Tutorial](#)

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules
[ScottChou's solution](#)

267.

1469C

[Building a Fence · Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, two pointers
[ScottChou's solution](#)

268.

2125D

[Segments Covering · Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[ScottChou's solution](#)

269.

665A

[Buses Between Cities · Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ScottChou's solution](#)

270.

616D

[Longest k-Good Segment · Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
[ScottChou's solution](#)

271.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[ScottChou's solution](#)

272.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[ScottChou's solution](#)

273.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,955 global accepts · Rating: 1600 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[ScottChou's solution](#)

274.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[ScottChou's solution](#)

275.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[ScottChou's solution](#)

276.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[ScottChou's solution](#)

277.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[ScottChou's solution](#)

278.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[ScottChou's solution](#)

279.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[ScottChou's solution](#)

280.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ScottChou's solution](#)

281.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[ScottChou's solution](#)

282.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ScottChou's solution](#)

283.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ScottChou's solution](#)

284.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ScottChou's solution](#)

285.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ScottChou's solution](#)

286.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[ScottChou's solution](#)

287.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[ScottChou's solution](#)

288.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ScottChou's solution](#)

289.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ScottChou's solution](#)

290.

1527C

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[ScottChou's solution](#)

291.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[ScottChou's solution](#)

292.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[ScottChou's solution](#)

293.

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[ScottChou's solution](#)

294.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ScottChou's solution](#)

295.

2163B

[Sigá ta Kymata](#) · [Tutorial](#)

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ScottChou's solution](#)

296.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[ScottChou's solution](#)

297.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ScottChou's solution](#)

298.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[ScottChou's solution](#)

299.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ScottChou's solution](#)

300.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ScottChou's solution](#)

301.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[ScottChou's solution](#)

302.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[ScottChou's solution](#)

303.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs

[ScottChou's solution](#)

304.

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ScottChou's solution](#)

305.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ScottChou's solution](#)

306.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[ScottChou's solution](#)

307.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ScottChou's solution](#)

308.

1906M

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Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[ScottChou's solution](#)

309.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[ScottChou's solution](#)

310.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[ScottChou's solution](#)

311.

1706D1

[Chopping Carrots \(Easy Version\) · Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[ScottChou's solution](#)

312.

1699C

[The Third Problem · Tutorial](#)

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ScottChou's solution](#)

313.

1695C

[Zero Path · Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[ScottChou's solution](#)

314.

1688E

[Railway System · Tutorial](#)

Rating: 1700 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[ScottChou's solution](#)

315.

1681D

[Required Length · Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[ScottChou's solution](#)

316.

1684D

[Traps · Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[ScottChou's solution](#)

317.

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[ScottChou's solution](#)

318.

1550C

[Manhattan Subarrays · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[ScottChou's solution](#)

319.

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[ScottChou's solution](#)

320.

1528B

[Kavi on Pairing Duty · Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ScottChou's solution](#)

321.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[ScottChou's solution](#)

322.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[ScottChou's solution](#)

323.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[ScottChou's solution](#)

324.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ScottChou's solution](#)

325.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[ScottChou's solution](#)

326.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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327.

873D

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Quality: 4,027 global accepts · Rating: 1800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[ScottChou's solution](#)

328.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[ScottChou's solution](#)

329.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ScottChou's solution](#)

330.

2043D

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Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[ScottChou's solution](#)

331.

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ScottChou's solution](#)

332.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[ScottChou's solution](#)

333.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ScottChou's solution](#)

334.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[ScottChou's solution](#)

335.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[ScottChou's solution](#)

336.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ScottChou's solution](#)

337.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ScottChou's solution](#)

338.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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339.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[ScottChou's solution](#)

340.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games,

two pointers

[ScottChou's solution](#)

341.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[ScottChou's solution](#)

342.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[ScottChou's solution](#)

343.

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[ScottChou's solution](#)

344.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[ScottChou's solution](#)

345.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[ScottChou's solution](#)

346.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[ScottChou's solution](#)

347.

1691D

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[ScottChou's solution](#)

348.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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349.

1560E

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350.

1549D

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Rating: 1800 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[ScottChou's solution](#)

351.

1552D

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[ScottChou's solution](#)

352.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[ScottChou's solution](#)

353.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[ScottChou's solution](#)

354.

2038G

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Quality: 2,956 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

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355.

2064D

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356.

2066B

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Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ScottChou's solution](#)

357.

2052E

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358.

2042D

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Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

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359.

2026D

[Sums of Segments](#) · [Tutorial](#)

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360.

1969D

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361.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

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362.

1912A

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Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[ScottChou's solution](#)

363.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math

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364.

1938C

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365.

1906E

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366.

1895D

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Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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367.

1739D

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[ScottChou's solution](#)

368.

1715D

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369.

1719D2

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

Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[ScottChou's solution](#)

370.

1708D

[Difference Array](#) · [Tutorial](#)

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371.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ScottChou's solution](#)

372.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

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373.

1547F

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374.

1527B2

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Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

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375.

2181D

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Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

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376.

598E

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Quality: 6,084 global accepts · Rating: 2000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[ScottChou's solution](#)

377.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ScottChou's solution](#)

378.

1992G

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Quality: 4,156 global accepts · Rating: 2000 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ScottChou's solution](#)

379.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ScottChou's solution](#)

380.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ScottChou's solution](#)

381.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[ScottChou's solution](#)

382.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ScottChou's solution](#)

383.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ScottChou's solution](#)

384.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[ScottChou's solution](#)

385.

1923E

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Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ScottChou's solution](#)

386.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ScottChou's solution](#)

387.

1733D2

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[ScottChou's solution](#)

388.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[ScottChou's solution](#)

389.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[ScottChou's solution](#)

390.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[ScottChou's solution](#)

391.

2163D1

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392.

2162F

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Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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393.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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394.

2150C

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395.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[ScottChou's solution](#)

396.

1626D

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

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[ScottChou's solution](#)

397.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[ScottChou's solution](#)

398.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[ScottChou's solution](#)

399.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[ScottChou's solution](#)

400.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[ScottChou's solution](#)

401.

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ScottChou's solution](#)

402.

2052D

[DAG Serialization · Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[ScottChou's solution](#)

403.

2045I

[Microwavable Subsequence · Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ScottChou's solution](#)

404.

1912B

[Blueprint for Seating · Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[ScottChou's solution](#)

405.

1919D

[01 Tree · Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ScottChou's solution](#)

406.

1906F

[Maximize The Value · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[ScottChou's solution](#)

407.

1906J

[Count BFS Graph · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ScottChou's solution](#)

408.

1913D

[Array Collapse · Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[ScottChou's solution](#)

409.

1684E

[MEX vs DIFF · Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[ScottChou's solution](#)

410.

1668D

[Optimal Partition · Tutorial](#)

Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ScottChou's solution](#)

411.

1660F2

[Promising String \(hard version\) · Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[ScottChou's solution](#)

412.

1472G

[Moving to the Capital · Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ScottChou's solution](#)

413.

1553E

[Permutation Shift · Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ScottChou's solution](#)

414.

1547G

[How Many Paths? · Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-12 · last AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ScottChou's solution](#)

415.

2155E

[Mimo & Yuyu · Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[ScottChou's solution](#)

416.

946E

[Largest Beautiful Number · Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ScottChou's solution](#)

417.

628D

[Magic Numbers · Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ScottChou's solution](#)

418.

2112E

[Tree Colorings · Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[ScottChou's solution](#)

419.

616E

[Sum of Remainders · Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[ScottChou's solution](#)

420.

612E

[Square Root of Permutation · Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[ScottChou's solution](#)

421.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ScottChou's solution](#)

422.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[ScottChou's solution](#)

423.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[ScottChou's solution](#)

424.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[ScottChou's solution](#)

425.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ScottChou's solution](#)

426.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[ScottChou's solution](#)

427.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ScottChou's solution](#)

428.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[ScottChou's solution](#)

429.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[ScottChou's solution](#)

430.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[ScottChou's solution](#)

431.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ScottChou's solution](#)

432.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[ScottChou's solution](#)

433.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[ScottChou's solution](#)

434.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[ScottChou's solution](#)

435.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ScottChou's solution](#)

436.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[ScottChou's solution](#)

437.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ScottChou's solution](#)

438.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[ScottChou's solution](#)

439.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[ScottChou's solution](#)

440.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ScottChou's solution](#)

441.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[ScottChou's solution](#)

442.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[ScottChou's solution](#)

443.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ScottChou's solution](#)

444.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[ScottChou's solution](#)

445.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[ScottChou's solution](#)

446.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[ScottChou's solution](#)

447.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ScottChou's solution](#)

448.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ScottChou's solution](#)

449.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[ScottChou's solution](#)

450.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[ScottChou's solution](#)

451.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[ScottChou's solution](#)

452.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[ScottChou's solution](#)

453.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[ScottChou's solution](#)

454.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[ScottChou's solution](#)

455.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

456.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[ScottChou's solution](#)

457.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[ScottChou's solution](#)

458.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[ScottChou's solution](#)

459.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ScottChou's solution](#)

460.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[ScottChou's solution](#)

461.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[ScottChou's solution](#)

462.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[ScottChou's solution](#)

463.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ScottChou's solution](#)

464.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2021-09-06 · last AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[ScottChou's solution](#)

465.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[ScottChou's solution](#)

466.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[ScottChou's solution](#)

467.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[ScottChou's solution](#)

468.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[ScottChou's solution](#)

469.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[ScottChou's solution](#)

470.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[ScottChou's solution](#)

471.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[ScottChou's solution](#)

472.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[ScottChou's solution](#)

473.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers
[ScottChou's solution](#)

474.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[ScottChou's solution](#)

475.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[ScottChou's solution](#)

476.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[ScottChou's solution](#)

477.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings
[ScottChou's solution](#)

478.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees
[ScottChou's solution](#)

479.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[ScottChou's solution](#)

480.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
[ScottChou's solution](#)

481.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

482.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[ScottChou's solution](#)

483.

106270F

[Morning Walk](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

484.

106270D

[Save the Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

485.

106270J

[C-Style String Length](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

486.

106270C

[Gas Reservoir](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

487.

106270A

[Mission Hexa](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

488.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

489.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

490.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

491.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

492.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

493.

106178B

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

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

494.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

495.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

496.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

497.

106032B

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

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

498.

106032J

[Characters Shift](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

499.

106032D

[Maximum Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

500.

106032H

[Can You Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

501.

106032I

[Make Them Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

502.

106032G

[Substring Justice](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

503.

106032M

[Destiny changes the game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

504.

106032L

[A Centroid Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

505.

106032E

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

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

506.

106032C

[String Value](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

507.

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

508.

106032K

[University Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

509.

106032F

[What If You Didn't Solve the Extreme?](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

510.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · last AC: 2025-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

511.

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

512.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

513.

106144L

[Red and Blue Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

514.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

515.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

516.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

517.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

518.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

519.

106144G

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

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

520.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

521.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

522.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

523.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

524.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

525.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

526.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

527.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

528.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

529.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

530.

106084E

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

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

[ScottChou's solution](#)

531.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

532.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

533.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

534.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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535.

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[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

536.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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537.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

538.

104118G

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Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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539.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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540.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

541.

102483J

[Jinxed Betting](#) · [Tutorial](#)

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

[ScottChou's solution](#)

542.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

543.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

544.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

545.

102483K

[Kleptography](#) · [Tutorial](#)

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

[ScottChou's solution](#)

546.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

547.

102483I

[Inflation](#) · [Tutorial](#)

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

[ScottChou's solution](#)

548.

104873F

[Forgotten Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

549.

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

550.

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

551.

104873D

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

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

552.

104873I

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

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

553.

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

554.

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

555.

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

556.

104873E

[Email Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

557.

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

558.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

559.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

560.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

561.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

562.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

563.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

564.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

565.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

566.

105562E

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

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

567.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

568.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

569.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

570.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

571.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

572.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

573.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

574.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

575.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

576.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

577.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

578.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

579.

105677B

[Divine Gifting](#) · [Tutorial](#)

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

[ScottChou's solution](#)

580.

105677E

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

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

[ScottChou's solution](#)

581.

105677G

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

Rating: — · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

582.

105677D

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

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

[ScottChou's solution](#)

583.

105677I

[Divination](#) · [Tutorial](#)

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

[ScottChou's solution](#)

584.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

585.

105677H

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

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

[ScottChou's solution](#)

586.

105811E

[Cable Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

587.

105811F

[Night Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

588.

105811G

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

589.

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

590.

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

591.

105811L

[Trapped in the Big Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

592.

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

593.

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

594.

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

595.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

596.

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

597.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

598.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

599.

105535I

[Imperial Decree](#) · [Tutorial](#)

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

[ScottChou's solution](#)

600.

105535J

[Jolly Polygon](#) · [Tutorial](#)

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

[ScottChou's solution](#)

601.

105535E

[Enter the Museum](#) · [Tutorial](#)

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

[ScottChou's solution](#)

602.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

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

[ScottChou's solution](#)

603.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

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

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604.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

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

[ScottChou's solution](#)

605.

105535H

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

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

[ScottChou's solution](#)

606.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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607.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

608.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

609.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

610.

105789B

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

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

611.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

612.

105789C

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

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

613.

105698L

[LIS on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

614.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

615.

105698D

[Depth of Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

616.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

617.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

618.

105537G

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

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

619.

105537H

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

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

620.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

621.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

622.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

623.

105537I

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

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

624.

105537J

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

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

625.

105537A

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

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

626.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ScottChou's solution](#)

627.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

628.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

629.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

630.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

631.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

632.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

633.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

634.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

635.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

636.

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

637.

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

638.

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

639.

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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640.

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[Ornithology](#) · [Tutorial](#)

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641.

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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642.

105442I

[Pj|k Cutting](#) · [Tutorial](#)

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643.

105442K

[Fellow Sheep](#) · [Tutorial](#)

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644.

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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645.

104790I

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

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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646.

105444H

[Hiring and Firing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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647.

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

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648.

105444F

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Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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649.

105444K

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650.

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[Joining Flows](#) · [Tutorial](#)

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651.

105444B

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652.

105444D

[Dams in Distress](#) · [Tutorial](#)

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653.

105444G

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

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654.

105444C

[Coin Stacks](#) · [Tutorial](#)

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655.

105444A

[Array of Discord](#) · [Tutorial](#)

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[ScottChou's solution](#)

656.

105444M

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657.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · last AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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658.

104790H

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Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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659.

104790E

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

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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660.

104790J

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Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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661.

104790C

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662.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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663.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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664.

104790F

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Rating: — · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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665.

104790B

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666.

104790A

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667.

104790D

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668.

104757G

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669.

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684.

105307E

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685.

105307C

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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686.

104059M

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

[ScottChou's solution](#)

687.

104059G

[Guessing Game](#) · [Tutorial](#)

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

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688.

104059B

[Breeding Bugs](#) · [Tutorial](#)

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

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689.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

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

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104059H

[Hardcore Hangman](#) · [Tutorial](#)

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691.

104059I

[Improving IT](#) · [Tutorial](#)

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

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692.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

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

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693.

104059L

[Lots of Land](#) · [Tutorial](#)

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

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694.

104059C

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

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

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695.

104059A

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

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696.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

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

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697.

104059K

[K.O. Kids](#) · [Tutorial](#)

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

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698.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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699.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

700.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

701.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

702.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

703.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

704.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

705.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

706.

104875I

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Rating: — · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

707.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

708.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

709.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

710.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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711.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

712.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

713.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

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[ScottChou's solution](#)

714.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

715.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

716.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

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[ScottChou's solution](#)

717.

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

718.

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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719.

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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720.

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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721.

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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722.

105335G

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Rating: — · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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723.

103443J

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Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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724.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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725.

103443D

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

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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726.

103443B

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

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[ScottChou's solution](#)

727.

103443M

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

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

728.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

729.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

730.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

731.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

732.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

733.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

734.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

735.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

736.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

737.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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738.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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739.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

740.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[ScottChou's solution](#)

741.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

742.

100803F

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

Rating: — · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

743.

100803G

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

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

744.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

745.

100803A

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

Rating: — · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

746.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

747.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

748.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

749.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

750.

101158C

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

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

751.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

752.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

753.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

754.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

755.

104849B

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

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

756.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

757.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

758.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

759.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

760.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

761.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

762.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

763.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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764.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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765.

101002C

[Greetings!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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766.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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767.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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768.

104011M

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

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769.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

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770.

104011L

[Letters Q and F](#) · [Tutorial](#)

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

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771.

104011B

[Boris and Berta](#) · [Tutorial](#)

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

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772.

104011H

[Halfway There](#) · [Tutorial](#)

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

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773.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

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

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774.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

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775.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

776.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

777.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

778.

101173A

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

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

779.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

780.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

781.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

782.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

783.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

784.

102920B

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

785.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

786.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

787.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

788.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

789.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

790.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

791.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

792.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

793.

101987G

[Secret Code](#) · [Tutorial](#)

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

[ScottChou's solution](#)

794.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

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

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795.

101987J

[Starwars](#) · [Tutorial](#)

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

[ScottChou's solution](#)

796.

101987K

[TV Show Game](#) · [Tutorial](#)

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

[ScottChou's solution](#)

797.

101987A

[Circuits](#) · [Tutorial](#)

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

[ScottChou's solution](#)

798.

101987E

[LED](#) · [Tutorial](#)

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

[ScottChou's solution](#)

799.

101987L

[Working Plan](#) · [Tutorial](#)

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

[ScottChou's solution](#)

800.

101987F

[Parentheses](#) · [Tutorial](#)

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

[ScottChou's solution](#)

801.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · Python 3 (first AC) · Tags: —

[ScottChou's solution](#)

802.

102082K

[Sixth Sense](#) · [Tutorial](#)

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

[ScottChou's solution](#)

803.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

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

[ScottChou's solution](#)

804.

102082B

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

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

[ScottChou's solution](#)

805.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

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

[ScottChou's solution](#)

806.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

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

[ScottChou's solution](#)

807.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

808.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

809.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

810.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

811.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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812.

102460K

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Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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813.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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814.

102392B

[Level Up](#) · [Tutorial](#)

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

[ScottChou's solution](#)

815.

102392J

[Graph and Cycles](#) · [Tutorial](#)

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

[ScottChou's solution](#)

816.

102392G

[Projection](#) · [Tutorial](#)

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

[ScottChou's solution](#)

817.

102392D

[Cycle String?](#) · [Tutorial](#)

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

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818.

102392I

[Absolute Game](#) · [Tutorial](#)

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

[ScottChou's solution](#)

819.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

820.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

821.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

822.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

823.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

824.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

825.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

826.

104447H

[Do you love HIAST?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

827.

104447D

[Could you help the judges?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

828.

104447F

[Isn't it a hard problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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829.

104447K

[Do you believe that this is a real story?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

830.

104447M

[Is it possible?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ScottChou's solution](#)

831.

104447B

[How Aswad Use Telegram?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

832.

104447G

[What is Kaito's delimma?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

833.

104447L

[Amazing Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

834.

104447A

[Is It A Math Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ScottChou's solution](#)

835.

104596J

[Taxed Editor](#) · [Tutorial](#)

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

[ScottChou's solution](#)

836.

104596B

[Bio Trip](#) · [Tutorial](#)

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

[ScottChou's solution](#)

837.

104596E

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

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

[ScottChou's solution](#)

838.

104596H

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

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

[ScottChou's solution](#)

839.

104596G

[Out of Sorts](#) · [Tutorial](#)

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

[ScottChou's solution](#)

840.

104596F

[Musical Chairs](#) · [Tutorial](#)

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

[ScottChou's solution](#)

841.

104596A

[Retribution!](#) · [Tutorial](#)

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

[ScottChou's solution](#)