

Unique solved — Septimelon

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

Sort: Problem rating · easier first

Filters: none

Count: 1,389

1.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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2.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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3.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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4.

648B

[B 505D 8 D BCä;](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Septimelon's solution](#)

5.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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6.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: strings

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7.

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

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8.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,808 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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9.

1781A

[Parallel Projection](#) · [Tutorial](#)

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10.

1804A

[Lame King](#) · [Tutorial](#)

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11.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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12.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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13.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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14.

1746B

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Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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15.

1746A

[Maxmina](#) · [Tutorial](#)

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16.

1712B

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Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

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17.

1712A

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18.

1696A

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19.

1654B

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20.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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21.

1637A

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22.

1627A

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23.

1621A

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24.

1586A

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25.

1556A

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26.

1552A

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27.

1553A

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28.

1530B

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29.

1530A

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30.

1537A

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31.

1534A

[Colour the Flag](#) · [Tutorial](#)

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32.

1536A

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33.

1523A

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34.

1515A

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35.

1517A

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36.

1491A

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37.

1487A

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38.

1474A

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39.

1466B

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40.

1466A

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41.

1468E

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42.

1450A

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43.

1428A

[Box is Pull](#) · [Tutorial](#)

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44.

1430B

[Barrels](#) · [Tutorial](#)

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45.

1422A

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46.

1408A

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47.

1426A

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Quality: 54,957 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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48.

1409A

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49.

1398B

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50.

1398A

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51.

1400A

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52.

1371A

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53.

1374A

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Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

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54.

34A

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55.

1243A

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56.

1216A

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57.

770A

[New Password](#) · [Tutorial](#)

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58.

1369A

[Fashionablee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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59.

1370A

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60.

1368A

[C+=](#) · [Tutorial](#)

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61.

1367B

[Even Array](#) · [Tutorial](#)

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62.

1367A

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Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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63.

1316A

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Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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64.

1307A

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65.

1303A

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66.

1270A

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67.

1271A

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68.

1250F

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69.

1150A

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70.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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71.

144A

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Quality: 121,393 global accepts · Rating: 800 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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72.

1093A

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Quality: 18,357 global accepts · Rating: 800 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math
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73.

202A

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74.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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75.

1207A

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76.

1200A

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77.

1189A

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78.

1186A

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79.

1148A

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80.

1159A

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Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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81.

1146A

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Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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82.

1106A

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83.

1108A

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84.

1104A

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85.

897A

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Quality: 15,091 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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- 86.**
884A
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- 87.**
1921C
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412A
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96A
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1779B
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1771A
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- 92.**
1737A
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1696B
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1609A
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1537B
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1467A
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97.

1468N

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98.

1430A

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99.

1427A

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100.

1426B

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101.

1420A

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102.

1419A

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103.

1406A

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104.

1374B

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105.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Septimelon's solution](#)

106.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Septimelon's solution](#)

107.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Septimelon's solution](#)

108.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Septimelon's solution](#)

109.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[Septimelon's solution](#)

110.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Septimelon's solution](#)

111.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Septimelon's solution](#)

112.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[Septimelon's solution](#)

113.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Septimelon's solution](#)

114.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[Septimelon's solution](#)

115.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Septimelon's solution](#)

116.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[Septimelon's solution](#)

117.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Septimelon's solution](#)

118.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Septimelon's solution](#)

119.

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Septimelon's solution](#)

120.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,711 global accepts · Rating: 1000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Septimelon's solution](#)

121.

649A

[A NO 80ÄKCR GC,,AC´0 Aô>C´8C=0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Septimelon's solution](#)

122.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Septimelon's solution](#)

123.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Septimelon's solution](#)

124.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Septimelon's solution](#)

125.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Septimelon's solution](#)

126.

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Septimelon's solution](#)

127.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Septimelon's solution](#)

128.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Septimelon's solution](#)

129.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
[Septimelon's solution](#)

130.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Septimelon's solution](#)

131.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Septimelon's solution](#)

132.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Septimelon's solution](#)

133.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,846 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[Septimelon's solution](#)

134.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Septimelon's solution](#)

135.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Septimelon's solution](#)

136.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Septimelon's solution](#)

137.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Septimelon's solution](#)

138.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Septimelon's solution](#)

139.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
[Septimelon's solution](#)

140.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Septimelon's solution](#)

141.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Septimelon's solution](#)

142.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Septimelon's solution](#)

143.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Septimelon's solution](#)

144.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Septimelon's solution](#)

145.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Septimelon's solution](#)

146.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Septimelon's solution](#)

147.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Septimelon's solution](#)

148.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Septimelon's solution](#)

149.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Septimelon's solution](#)

150.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Septimelon's solution](#)

151.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Septimelon's solution](#)

152.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Septimelon's solution](#)

153.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · GNU C++ (first AC) · Tags: brute force

[Septimelon's solution](#)

154.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: implementation

[Septimelon's solution](#)

155.

1957B

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

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Septimelon's solution](#)

156.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Septimelon's solution](#)

157.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Septimelon's solution](#)

158.

648C

[A000\\$1 B > C > D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Septimelon's solution](#)

159.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, greedy, implementation

[Septimelon's solution](#)

160.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Septimelon's solution](#)

161.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,355 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Septimelon's solution](#)

162.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Septimelon's solution](#)

163.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Septimelon's solution](#)

164.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Septimelon's solution](#)

165.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Septimelon's solution](#)

166.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Septimelon's solution](#)

167.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Septimelon's solution](#)

168.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,926 global accepts · Rating: 1100 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Septimelon's solution](#)

169.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Septimelon's solution](#)

170.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Septimelon's solution](#)

171.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, math

[Septimelon's solution](#)

172.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Septimelon's solution](#)

173.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Septimelon's solution](#)

174.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Septimelon's solution](#)

175.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Septimelon's solution](#)

176.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Septimelon's solution](#)

177.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[Septimelon's solution](#)

178.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Septimelon's solution](#)

179.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[Septimelon's solution](#)

180.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Septimelon's solution](#)

181.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Septimelon's solution](#)

182.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Septimelon's solution](#)

183.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-16 · GNU C++ (first AC) · Tags: implementation
[Septimelon's solution](#)

184.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[Septimelon's solution](#)

185.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Septimelon's solution](#)

186.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings
[Septimelon's solution](#)

187.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[Septimelon's solution](#)

188.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Septimelon's solution](#)

189.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees
[Septimelon's solution](#)

190.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Septimelon's solution](#)

191.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[Septimelon's solution](#)

192.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Septimelon's solution](#)

193.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Septimelon's solution](#)

194.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Septimelon's solution](#)

195.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Septimelon's solution](#)

196.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Septimelon's solution](#)

197.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Septimelon's solution](#)

198.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Septimelon's solution](#)

199.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Septimelon's solution](#)

200.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Septimelon's solution](#)

201.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Septimelon's solution](#)

202.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Septimelon's solution](#)

203.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Septimelon's solution](#)

204.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Septimelon's solution](#)

205.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Septimelon's solution](#)

206.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Septimelon's solution](#)

207.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Septimelon's solution](#)

208.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Septimelon's solution](#)

209.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Septimelon's solution](#)

210.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Septimelon's solution](#)

211.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Septimelon's solution](#)

212.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Septimelon's solution](#)

213.

1150C

[Prefix Sum Primes](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Septimelon's solution](#)

214.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Septimelon's solution](#)

215.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,978 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[Septimelon's solution](#)

216.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Septimelon's solution](#)

217.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Septimelon's solution](#)

218.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Septimelon's solution](#)

219.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Septimelon's solution](#)

220.

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Septimelon's solution](#)

221.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Septimelon's solution](#)

222.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Septimelon's solution](#)

223.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Septimelon's solution](#)

224.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Septimelon's solution](#)

225.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Septimelon's solution](#)

226.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Septimelon's solution](#)

227.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Septimelon's solution](#)

228.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Septimelon's solution](#)

229.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Septimelon's solution](#)

230.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Septimelon's solution](#)

231.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Septimelon's solution](#)

232.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Septimelon's solution](#)

233.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Septimelon's solution](#)

234.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Septimelon's solution](#)

235.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[Septimelon's solution](#)

236.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Septimelon's solution](#)

237.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[Septimelon's solution](#)

238.

889A

[Petya and Catacombs](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees
[Septimelon's solution](#)

239.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Septimelon's solution](#)

240.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Septimelon's solution](#)

241.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Septimelon's solution](#)

242.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Septimelon's solution](#)

243.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Septimelon's solution](#)

244.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[Septimelon's solution](#)

245.

886C

[Petya and Catacombs](#) · [Tutorial](#)

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation, trees
[Septimelon's solution](#)

246.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Septimelon's solution](#)

247.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[Septimelon's solution](#)

248.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Septimelon's solution](#)

249.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Septimelon's solution](#)

250.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Septimelon's solution](#)

251.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[Septimelon's solution](#)

252.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Septimelon's solution](#)

253.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[Septimelon's solution](#)

254.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Septimelon's solution](#)

255.

872C

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

Rating: 1300 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[Septimelon's solution](#)

256.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Septimelon's solution](#)

257.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1300 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Septimelon's solution](#)

258.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Septimelon's solution](#)

259.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Septimelon's solution](#)

260.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[Septimelon's solution](#)

261.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Septimelon's solution](#)

262.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Septimelon's solution](#)

263.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Septimelon's solution](#)

264.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Septimelon's solution](#)

265.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Septimelon's solution](#)

266.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,179 global accepts · Rating: 1400 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Septimelon's solution](#)

267.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,331 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Septimelon's solution](#)

268.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Septimelon's solution](#)

269.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Septimelon's solution](#)

270.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Septimelon's solution](#)

271.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Septimelon's solution](#)

272.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Septimelon's solution](#)

273.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Septimelon's solution](#)

274.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Septimelon's solution](#)

275.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Septimelon's solution](#)

276.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[Septimelon's solution](#)

277.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Septimelon's solution](#)

278.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Septimelon's solution](#)

279.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Septimelon's solution](#)

280.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Septimelon's solution](#)

281.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Septimelon's solution](#)

282.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Septimelon's solution](#)

283.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Septimelon's solution](#)

284.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Septimelon's solution](#)

285.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Septimelon's solution](#)

286.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Septimelon's solution](#)

287.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Septimelon's solution](#)

288.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Septimelon's solution](#)

289.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Septimelon's solution](#)

290.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Septimelon's solution](#)

291.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Septimelon's solution](#)

292.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,235 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Septimelon's solution](#)

293.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Septimelon's solution](#)

294.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Septimelon's solution](#)

295.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Septimelon's solution](#)

296.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Septimelon's solution](#)

297.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Septimelon's solution](#)

298.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Septimelon's solution](#)

299.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Septimelon's solution](#)

300.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Septimelon's solution](#)

301.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Septimelon's solution](#)

302.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Septimelon's solution](#)

303.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Septimelon's solution](#)

304.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Septimelon's solution](#)

305.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Septimelon's solution](#)

306.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[Septimelon's solution](#)

307.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Septimelon's solution](#)

308.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Septimelon's solution](#)

309.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Septimelon's solution](#)

310.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Septimelon's solution](#)

311.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Septimelon's solution](#)

312.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Septimelon's solution](#)

313.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Septimelon's solution](#)

314.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Septimelon's solution](#)

315.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Septimelon's solution](#)

316.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Septimelon's solution](#)

317.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Septimelon's solution](#)

318.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Septimelon's solution](#)

319.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Septimelon's solution](#)

320.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Septimelon's solution](#)

321.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[Septimelon's solution](#)

322.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Septimelon's solution](#)

323.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[Septimelon's solution](#)

324.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Septimelon's solution](#)

325.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Septimelon's solution](#)

326.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Septimelon's solution](#)

327.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[Septimelon's solution](#)

328.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Septimelon's solution](#)

329.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Septimelon's solution](#)

330.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Septimelon's solution](#)

331.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Septimelon's solution](#)

332.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Septimelon's solution](#)

333.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Septimelon's solution](#)

334.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Septimelon's solution](#)

335.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Septimelon's solution](#)

336.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Septimelon's solution](#)

337.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Septimelon's solution](#)

338.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[Septimelon's solution](#)

339.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[Septimelon's solution](#)

340.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[Septimelon's solution](#)

341.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math
[Septimelon's solution](#)

342.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: brute force, implementation
[Septimelon's solution](#)

343.

1957C

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

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Septimelon's solution](#)

344.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

345.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[Septimelon's solution](#)

346.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[Septimelon's solution](#)

347.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Septimelon's solution](#)

348.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Septimelon's solution](#)

349.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Septimelon's solution](#)

350.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Septimelon's solution](#)

351.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Septimelon's solution](#)

352.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Septimelon's solution](#)

353.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Septimelon's solution](#)

354.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Septimelon's solution](#)

355.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Septimelon's solution](#)

356.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Septimelon's solution](#)

357.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Septimelon's solution](#)

358.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Septimelon's solution](#)

359.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Septimelon's solution](#)

360.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[Septimelon's solution](#)

361.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[Septimelon's solution](#)

362.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Septimelon's solution](#)

363.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[Septimelon's solution](#)

364.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: probabilities
[Septimelon's solution](#)

365.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Septimelon's solution](#)

366.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Septimelon's solution](#)

367.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[Septimelon's solution](#)

368.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Septimelon's solution](#)

369.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[Septimelon's solution](#)

370.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Septimelon's solution](#)

371.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Septimelon's solution](#)

372.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Septimelon's solution](#)

373.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Septimelon's solution](#)

374.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Septimelon's solution](#)

375.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Septimelon's solution](#)

376.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Septimelon's solution](#)

377.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Septimelon's solution](#)

378.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Septimelon's solution](#)

379.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Septimelon's solution](#)

380.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Septimelon's solution](#)

381.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Septimelon's solution](#)

382.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Septimelon's solution](#)

383.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Septimelon's solution](#)

384.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Septimelon's solution](#)

385.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Septimelon's solution](#)

386.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Septimelon's solution](#)

387.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Septimelon's solution](#)

388.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Septimelon's solution](#)

389.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[Septimelon's solution](#)

390.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Septimelon's solution](#)

391.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Septimelon's solution](#)

392.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Septimelon's solution](#)

393.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Septimelon's solution](#)

394.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Septimelon's solution](#)

395.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Septimelon's solution](#)

396.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Septimelon's solution](#)

397.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[Septimelon's solution](#)

398.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Septimelon's solution](#)

399.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Septimelon's solution](#)

400.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Septimelon's solution](#)

401.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Septimelon's solution](#)

402.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Septimelon's solution](#)

403.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[Septimelon's solution](#)

404.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[Septimelon's solution](#)

405.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[Septimelon's solution](#)

406.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Septimelon's solution](#)

407.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Septimelon's solution](#)

408.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Septimelon's solution](#)

409.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Septimelon's solution](#)

410.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Septimelon's solution](#)

411.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Septimelon's solution](#)

412.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Septimelon's solution](#)

413.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Septimelon's solution](#)

414.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[Septimelon's solution](#)

415.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Septimelon's solution](#)

416.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Septimelon's solution](#)

417.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Septimelon's solution](#)

418.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Septimelon's solution](#)

419.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

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420.

1552C

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Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Septimelon's solution](#)

421.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Septimelon's solution](#)

422.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Septimelon's solution](#)

423.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Septimelon's solution](#)

424.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Septimelon's solution](#)

425.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Septimelon's solution](#)

426.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Septimelon's solution](#)

427.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[Septimelon's solution](#)

428.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Septimelon's solution](#)

429.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Septimelon's solution](#)

430.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Septimelon's solution](#)

431.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Septimelon's solution](#)

432.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Septimelon's solution](#)

433.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Septimelon's solution](#)

434.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Septimelon's solution](#)

435.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Septimelon's solution](#)

436.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[Septimelon's solution](#)

437.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Septimelon's solution](#)

438.

1367D

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

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Septimelon's solution](#)

439.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Septimelon's solution](#)

440.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Septimelon's solution](#)

441.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Septimelon's solution](#)

442.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Septimelon's solution](#)

443.

1208C

[Magic Grid](#) · [Tutorial](#)

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

[Septimelon's solution](#)

444.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Septimelon's solution](#)

445.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Septimelon's solution](#)

446.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Septimelon's solution](#)

447.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Septimelon's solution](#)

448.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Septimelon's solution](#)

449.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Septimelon's solution](#)

450.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Septimelon's solution](#)

451.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Septimelon's solution](#)

452.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · PyPy 3-64 (first AC) · Tags: —

[Septimelon's solution](#)

453.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Septimelon's solution](#)

454.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Septimelon's solution](#)

455.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Septimelon's solution](#)

456.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Septimelon's solution](#)

457.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Septimelon's solution](#)

458.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Septimelon's solution](#)

459.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Septimelon's solution](#)

460.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Septimelon's solution](#)

461.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Septimelon's solution](#)

462.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Septimelon's solution](#)

463.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[Septimelon's solution](#)

464.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[Septimelon's solution](#)

465.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings
[Septimelon's solution](#)

466.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[Septimelon's solution](#)

467.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[Septimelon's solution](#)

468.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[Septimelon's solution](#)

469.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[Septimelon's solution](#)

470.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[Septimelon's solution](#)

471.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Septimelon's solution](#)

472.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Septimelon's solution](#)

473.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Septimelon's solution](#)

474.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Septimelon's solution](#)

475.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Septimelon's solution](#)

476.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Septimelon's solution](#)

477.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Septimelon's solution](#)

478.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, number theory

[Septimelon's solution](#)

479.

208C

[Police Station](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 1900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Septimelon's solution](#)

480.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Septimelon's solution](#)

481.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Septimelon's solution](#)

482.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Septimelon's solution](#)

483.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Septimelon's solution](#)

484.

1375D

[Replace by MEX](#) · [Tutorial](#)

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

[Septimelon's solution](#)

485.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Septimelon's solution](#)

486.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Septimelon's solution](#)

487.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Septimelon's solution](#)

488.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Septimelon's solution](#)

489.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Septimelon's solution](#)

490.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Septimelon's solution](#)

491.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Septimelon's solution](#)

492.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Septimelon's solution](#)

493.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Septimelon's solution](#)

494.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Septimelon's solution](#)

495.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Septimelon's solution](#)

496.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Septimelon's solution](#)

497.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Septimelon's solution](#)

498.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Septimelon's solution](#)

499.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Septimelon's solution](#)

500.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · last AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Septimelon's solution](#)

501.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Septimelon's solution](#)

502.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Septimelon's solution](#)

503.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Septimelon's solution](#)

504.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Septimelon's solution](#)

505.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Septimelon's solution](#)

506.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Septimelon's solution](#)

507.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Septimelon's solution](#)

508.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Septimelon's solution](#)

509.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Septimelon's solution](#)

510.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Septimelon's solution](#)

511.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Septimelon's solution](#)

512.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

games, greedy, interactive

[Septimelon's solution](#)

513.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, strings

[Septimelon's solution](#)

514.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Septimelon's solution](#)

515.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Septimelon's solution](#)

516.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Septimelon's solution](#)

517.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Septimelon's solution](#)

518.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Septimelon's solution](#)

519.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Septimelon's solution](#)

520.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[Septimelon's solution](#)

521.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Septimelon's solution](#)

522.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Septimelon's solution](#)

523.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, trees

[Septimelon's solution](#)

524.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Septimelon's solution](#)

525.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Septimelon's solution](#)

526.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Septimelon's solution](#)

527.

892D

[Gluttony](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Septimelon's solution](#)

528.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Septimelon's solution](#)

529.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Septimelon's solution](#)

530.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Septimelon's solution](#)

531.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Septimelon's solution](#)

532.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math

[Septimelon's solution](#)

533.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[Septimelon's solution](#)

534.

342D

[Xenia and Dominoes](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2100 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[Septimelon's solution](#)

535.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

536.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math
[Septimelon's solution](#)

537.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[Septimelon's solution](#)

538.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices
[Septimelon's solution](#)

539.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Septimelon's solution](#)

540.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
[Septimelon's solution](#)

541.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[Septimelon's solution](#)

542.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Septimelon's solution](#)

543.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[Septimelon's solution](#)

544.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Septimelon's solution](#)

545.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Septimelon's solution](#)

546.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Septimelon's solution](#)

547.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Septimelon's solution](#)

548.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Septimelon's solution](#)

549.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Septimelon's solution](#)

550.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[Septimelon's solution](#)

551.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[Septimelon's solution](#)

552.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Septimelon's solution](#)

553.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Septimelon's solution](#)

554.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Septimelon's solution](#)

555.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Septimelon's solution](#)

556.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Septimelon's solution](#)

557.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Septimelon's solution](#)

558.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Septimelon's solution](#)

559.

1363D

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

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Septimelon's solution](#)

560.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Septimelon's solution](#)

561.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Septimelon's solution](#)

562.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Septimelon's solution](#)

563.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Septimelon's solution](#)

564.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Septimelon's solution](#)

565.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Septimelon's solution](#)

566.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Septimelon's solution](#)

567.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Septimelon's solution](#)

568.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Septimelon's solution](#)

569.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Septimelon's solution](#)

570.

1201D

[Treasure Hunting](#) · [Tutorial](#)

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

[Septimelon's solution](#)

571.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Septimelon's solution](#)

572.

1159E

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

Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math

[Septimelon's solution](#)

573.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

574.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Septimelon's solution](#)

575.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[Septimelon's solution](#)

576.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Septimelon's solution](#)

577.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[Septimelon's solution](#)

578.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Septimelon's solution](#)

579.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Septimelon's solution](#)

580.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Septimelon's solution](#)

581.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Septimelon's solution](#)

582.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Septimelon's solution](#)

583.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Septimelon's solution](#)

584.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Septimelon's solution](#)

585.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Septimelon's solution](#)

586.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Septimelon's solution](#)

587.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Septimelon's solution](#)

588.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Septimelon's solution](#)

589.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Septimelon's solution](#)

590.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Septimelon's solution](#)

591.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Septimelon's solution](#)

592.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Septimelon's solution](#)

593.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[Septimelon's solution](#)

594.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[Septimelon's solution](#)

595.

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Septimelon's solution](#)

596.

1406D

[Three Sequences](#) · [Tutorial](#)

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

[Septimelon's solution](#)

597.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Septimelon's solution](#)

598.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Septimelon's solution](#)

599.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Septimelon's solution](#)

600.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Septimelon's solution](#)

601.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Septimelon's solution](#)

602.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Septimelon's solution](#)

603.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[Septimelon's solution](#)

604.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Septimelon's solution](#)

605.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

606.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

607.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation
[Septimelon's solution](#)

608.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[Septimelon's solution](#)

609.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Septimelon's solution](#)

610.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[Septimelon's solution](#)

611.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[Septimelon's solution](#)

612.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[Septimelon's solution](#)

613.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[Septimelon's solution](#)

614.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[Septimelon's solution](#)

615.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Septimelon's solution](#)

616.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Septimelon's solution](#)

617.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Septimelon's solution](#)

618.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[Septimelon's solution](#)

619.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Septimelon's solution](#)

620.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Septimelon's solution](#)

621.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Septimelon's solution](#)

622.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Septimelon's solution](#)

623.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Septimelon's solution](#)

624.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Septimelon's solution](#)

625.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Septimelon's solution](#)

626.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Septimelon's solution](#)

627.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Septimelon's solution](#)

628.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Septimelon's solution](#)

629.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Septimelon's solution](#)

630.

1957E

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

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Septimelon's solution](#)

631.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

632.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Septimelon's solution](#)

633.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Septimelon's solution](#)

634.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Septimelon's solution](#)

635.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Septimelon's solution](#)

636.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Septimelon's solution](#)

637.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Septimelon's solution](#)

638.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Septimelon's solution](#)

639.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Septimelon's solution](#)

640.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Septimelon's solution](#)

641.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Septimelon's solution](#)

642.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Septimelon's solution](#)

643.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Septimelon's solution](#)

644.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Septimelon's solution](#)

645.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Septimelon's solution](#)

646.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Septimelon's solution](#)

647.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Septimelon's solution](#)

648.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Septimelon's solution](#)

649.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Septimelon's solution](#)

650.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[Septimelon's solution](#)

651.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Septimelon's solution](#)

652.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Septimelon's solution](#)

653.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Septimelon's solution](#)

654.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[Septimelon's solution](#)

655.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[Septimelon's solution](#)

656.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[Septimelon's solution](#)

657.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[Septimelon's solution](#)

658.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy
[Septimelon's solution](#)

659.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[Septimelon's solution](#)

660.

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[Septimelon's solution](#)

661.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[Septimelon's solution](#)

662.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, trees
[Septimelon's solution](#)

663.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Septimelon's solution](#)

664.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Septimelon's solution](#)

665.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Septimelon's solution](#)

666.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Septimelon's solution](#)

667.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Septimelon's solution](#)

668.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Septimelon's solution](#)

669.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Septimelon's solution](#)

670.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[Septimelon's solution](#)

671.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Septimelon's solution](#)

672.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Septimelon's solution](#)

673.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[Septimelon's solution](#)

674.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · last AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory
[Septimelon's solution](#)

675.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[Septimelon's solution](#)

676.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[Septimelon's solution](#)

677.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[Septimelon's solution](#)

678.

887E

[Little Brother](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2800 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings
[Septimelon's solution](#)

679.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[Septimelon's solution](#)

680.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[Septimelon's solution](#)

681.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Septimelon's solution](#)

682.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[Septimelon's solution](#)

683.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Septimelon's solution](#)

684.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

685.

102482E

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

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

686.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

687.

102482H

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

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

688.

102482K

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

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

689.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

690.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

691.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

692.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

693.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

694.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

695.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

696.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

697.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

698.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

699.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

700.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

701.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

702.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

703.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

704.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

705.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Septimelon's solution](#)

706.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

707.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

708.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

709.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

710.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

711.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

712.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

713.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

714.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

715.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

716.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

717.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

718.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

719.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

720.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

721.

101471D

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

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

722.

101471A

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

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Septimelon's solution](#)

723.

101471C

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

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

724.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Septimelon's solution](#)

725.

101471I

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

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

726.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[Septimelon's solution](#)

727.

104686I

[Money Laundering](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

728.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

729.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

730.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

731.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

732.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

733.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

734.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

735.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

736.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

737.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

738.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

739.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · Python 3 (first AC) · Tags: —

[Septimelon's solution](#)

740.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

741.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

742.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

743.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

744.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

745.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

746.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

747.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

748.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

749.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

750.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

751.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

752.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

753.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

754.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

755.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

756.

100096G

[Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

757.

100096J

[Sum of a subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

758.

100096H

[Ritual](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

759.

100096I

[Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

760.

100096C

[General Bytor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

761.

100096D

[Guessing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

762.

100096B

[Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

763.

100096A

[Athletic competition](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

764.

100096F

[NumberEater](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

765.

100096E

[Medical examination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

766.

100096K

[Table game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

767.

104785I

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

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

768.

104785J

[Journey of Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

769.

104785E

[Enchanted Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

770.

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

771.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

772.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

773.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

774.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

775.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

776.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

777.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

778.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

779.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

780.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

781.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

782.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

783.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

784.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

785.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

786.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

787.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

788.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

789.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

790.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

791.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

792.

100026F

[Sapsan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

793.

100026K

[TV Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

794.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

795.

100026G

[Second Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

796.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

797.

100026C

[Mines and Czech Hedgehogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

798.

100026I

[Shoe Issue](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

799.

100026H

[Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

800.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

801.

104010L

[Shifting Roads](#) · [Tutorial](#)

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

[Septimelon's solution](#)

802.

104010I

[Circus Performance](#) · [Tutorial](#)

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

[Septimelon's solution](#)

803.

104010J

[Square Running](#) · [Tutorial](#)

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

[Septimelon's solution](#)

804.

104010B

[Magnetic Games](#) · [Tutorial](#)

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

[Septimelon's solution](#)

805.

104010G

[The Length of the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

806.

104010F

[Lazy to Win](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

807.

104010H

[Pines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

808.

104010C

[Campfire Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

809.

104010D

[The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

810.

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

811.

104010A

[Rain Diary](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

812.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

813.

104505M

[Chavo's Barrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

814.

104505I

[Help the Aztecs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

815.

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

816.

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

817.

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

818.

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

819.

104505F

[Goalkeeper of 7 games \(or less\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

820.

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

821.

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

822.

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

823.

104639K

[Minimum Euclidean Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

824.

104639F

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

825.

104639G

[Spanning Tree](#) · [Tutorial](#)

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826.

104639I

[Pa?sWorD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
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827.

104639D

[Transitivity](#) · [Tutorial](#)

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828.

104639J

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829.

104639A

[Qualifiers Ranking Rules](#) · [Tutorial](#)

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830.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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831.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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832.

104713B

[Bank Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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833.

104713J

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Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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834.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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835.

104713E

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Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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836.

104713I

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Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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837.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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838.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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839.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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840.

103957K

[Convex Polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

841.

103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

842.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

843.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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844.

103957L

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

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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845.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

846.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

847.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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848.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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849.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

850.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

851.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

852.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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853.

1046330

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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854.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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855.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

856.

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

857.

101908K

[Kepler](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

858.

101908A

[Slackline Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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859.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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860.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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861.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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862.

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Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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863.

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864.

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865.

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[Unraveling Monty Hall](#) · [Tutorial](#)

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[Enigma](#) · [Tutorial](#)

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867.

104013G

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868.

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869.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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870.

104013E

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

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871.

104013F

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872.

104013C

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873.

104013D

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874.

104013N

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Rating: — · first AC: 2023-08-13 · PyPy 3-64 (first AC) · Tags: —
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875.

104013M

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876.

104013I

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Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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877.

104013B

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878.

104013A

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879.

101991H

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880.

101991J

[Journey to Jupiter](#) · [Tutorial](#)

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881.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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882.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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883.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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884.

101991F

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Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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885.

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Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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886.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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887.

101991D

[Dull Chocolates](#) · [Tutorial](#)

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101991I

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889.

101991L

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890.

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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891.

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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892.

104094K

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Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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893.

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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894.

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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895.

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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896.

104094D

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Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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897.

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

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898.

104094E

[kex](#) · [Tutorial](#)

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899.

104479K

[Kid's First Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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900.

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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901.

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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902.

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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903.

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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904.

104479J

[Joining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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905.

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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906.

104479G

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907.

104479C

[Convolution](#) · [Tutorial](#)

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908.

104196K

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Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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909.

104196F

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Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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910.

104196E

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Rating: — · first AC: 2023-07-16 · PyPy 3-64 (first AC) · Tags: —
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911.

104196M

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Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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912.

104196I

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104196B

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914.

104196L

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104196J

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Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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917.

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918.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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919.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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920.

103261I

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Rating: — · first AC: 2023-07-07 · PyPy 3-64 (first AC) · Tags: —
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921.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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922.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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923.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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924.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

925.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

926.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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927.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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928.

103409D

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Rating: — · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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929.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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930.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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931.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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932.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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933.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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934.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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935.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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936.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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937.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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938.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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939.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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940.

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941.

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942.

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943.

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[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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944.

104427D

[Lonely King](#) · [Tutorial](#)

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945.

104427E

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946.

104427I

[Visiting Friend](#) · [Tutorial](#)

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947.

104427B

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948.

104427J

[Cooperation Game](#) · [Tutorial](#)

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949.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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950.

104427A

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951.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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952.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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953.

103438K

[Amazing Tree](#) · [Tutorial](#)

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954.

103438C

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Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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955.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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956.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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957.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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958.

103438G

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Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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959.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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960.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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961.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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962.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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963.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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964.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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965.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

966.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

967.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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968.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

969.

104114I

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

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

970.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

971.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

972.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

973.

104114F

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

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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974.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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975.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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976.

104114A

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

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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977.

104234D

[Triterminant](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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978.

104234J

[Persian Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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979.

104234I

[DAG Generation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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980.

104234H

[Graph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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981.

104234K

[Determinant, or...? · Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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982.

104234M

[Siteswap · Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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983.

104234G

[Palindromic Differences · Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

984.

104234E

[Garbage Disposal · Tutorial](#)

Rating: — · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

985.

104334E

[LaLa and Monster Hunting \(Part 1\) · Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

986.

104334G

[LaLa and Divination Magic · Tutorial](#)

Rating: — · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

987.

104334C

[LaLa and Lamp · Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

988.

104373D

[Shortest Path Fast Algorithm · Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

989.

104373E

[Pass the Ball! · Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

990.

104373C

[Laser Trap · Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

991.

104373G

[Cyclic Buffer · Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

992.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

993.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

994.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

995.

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

996.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

997.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

998.

104345H

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

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

999.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1000.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · last AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1001.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1002.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1003.

104316K

[AÄ8D0C, OC ;Cä:C€](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1004.

104316B

[AäG0T@0T4CÔ0Dò 7C 4C GC ?D > Ct0Cô@CäAD² =C 4CT@CT2CP](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1005.

104316H

[AD5Dx448 C" C´LDd5](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1006.

104316F

[A´8D8Dd0 C, ?Cä;CÔKC´ >C ECä4 CD@CT2C](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1007.

104316J

[AÄ0Dä=C,,:](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1008.

104316A

[A ;Cj±DäC,,5 Cò5D 5D BC =Cä2C≈8...](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1009.

104316C

[AÔ5C\\$5D >DòBCÔKCR ?D 8C≈;DäGCT=C,,O AD6Cä Cd>](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1010.

104316I

[AD5Dx4CäBD ?CT@CT4 C\\$KC´5D\\$>CÀ](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1011.

104316G

[A→CÔAD\\$@D4:D\\$8C\\$=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1012.

104316L

[AÔC\\$CR 8CÄO Bâ@D°](#)

Rating: — · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1013.

102441B

[Redistribution of Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1014.

102441K

[Chess Positions](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1015.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1016.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1017.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1018.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1019.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1020.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1021.

104197N

[No Zero-Sum Subsegment](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1022.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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1023.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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1024.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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1025.

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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1026.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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1027.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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1028.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1029.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1030.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1031.

104172G

[Paddle Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1032.

104172L

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

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1033.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1034.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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1035.

104172E

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

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1036.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1037.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1038.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1039.

104172H

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

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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1040.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1041.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1042.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1043.

103688E

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

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1044.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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1045.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1046.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1047.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1048.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1049.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1050.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1051.

102040B

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

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1052.

102040A

[Average of Combination](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1053.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1054.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1055.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1056.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1057.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1058.

100324C

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · Python 3 (first AC) · Tags: —

[Septimelon's solution](#)

1059.

100324E

[Formula 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1060.

100324G

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

Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1061.

100324A

[Almost Palindromic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1062.

100324B

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · PyPy 3-64 (first AC) · Tags: —

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1063.

100324F

[Surface Genus](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1064.

100324I

[Princess Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1065.

100324D

[DNA Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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1066.

101367I

[Fast Typing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1067.

101367G

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

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1068.

101367A

[Orthogonal Circles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1069.

101367B

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1070.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[Septimelon's solution](#)

1071.

100825B

[Delete This!](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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1072.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1073.

100825F

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

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1074.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1075.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1076.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1077.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1078.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1079.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1080.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1081.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1082.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1083.

101630A

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

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1084.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1085.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1086.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1087.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1088.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1089.

104011K

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

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1090.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1091.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1092.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1093.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1094.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1095.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1096.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1097.

102511G

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

Rating: — · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1098.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1099.

102511E

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

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1100.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1101.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1102.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1103.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1104.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1105.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1106.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1107.

103119L

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

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1108.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1109.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1110.

103640H

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

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1111.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1112.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1113.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1114.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1115.

103640K

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

Rating: — · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1116.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1117.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1118.

103069A

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

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1119.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1120.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1121.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1122.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1123.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1124.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1125.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1126.

102576I

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

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1127.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1128.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1129.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1130.

100125G

[Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1131.

100125J

[Juggle with Criteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1132.

100125H

[Hospital](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1133.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1134.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1135.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1136.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1137.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1138.

102201I

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

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1139.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1140.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1141.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1142.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1143.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1144.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1145.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1146.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1147.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1148.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1149.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1150.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1151.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1152.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1153.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1154.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1155.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1156.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1157.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1158.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1159.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1160.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1161.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1162.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1163.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1164.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1165.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1166.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1167.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1168.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1169.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1170.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1171.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1172.

101933J

[Jumbled String](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1173.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1174.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1175.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1176.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1177.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1178.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1179.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1180.

103388D

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

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1181.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1182.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1183.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1184.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1185.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1186.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1187.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1188.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1189.

102412C

[Steel Ball Run](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1190.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1191.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1192.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1193.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1194.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1195.

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1196.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1197.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1198.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1199.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1200.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Septimelon's solution](#)

1201.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1202.**

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1203.**

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1204.**

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1205.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1206.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1207.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1208.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1209.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1210.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)**1211.**

102881I

[Ehab The Baby Learned Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1212.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1213.

102881F

[Geometry?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1214.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1215.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1216.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1217.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1218.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1219.

102881L

[The Expected Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1220.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1221.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1222.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1223.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1224.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1225.

101590H

[HTML](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · PyPy 3-64 (first AC) · Tags: —

[Septimelon's solution](#)

1226.

101590J

[A000000](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1227.

101590C

[A000000](#) [AD 2Cä@C@](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1228.

101590I

[OpenAI XO](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1229.

101590G

[B000000](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1230.

101590D

[Defense of the ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1231.

101590B

[A000000](#) [t5C”=](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1232.

101590E

[B000000](#) [FC](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1233.

101590A

[A000000](#) [8C=0](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1234.

101590K

[ATODD\\$8CÔ>](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1235.

100283H

[The Job Interview](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1236.

100283J

[Anniversary Gift](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1237.

100283C

[Tomb Raiders](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1238.

100283D

[Bakkar And The Algorithm Quiz](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1239.

100283I

[Bakkar In Zanzibar](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1240.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1241.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1242.

100283L

[Mahdi And The Teddy Bear](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1243.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1244.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1245.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1246.

100283E

[Ghanophobia](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1247.

100623G

[Ground Works](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1248.

100623J

[Just Too Lucky](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1249.

100623A

[Access Control Lists](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1250.

102470J

[Stammering Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1251.

100623F

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1252.

100623I

[Important Wires](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1253.

100623K

[Key to Success](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1254.

100623E

[Enchanted Mirror](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1255.

100623B

[Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1256.

100623C

[Class](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1257.

100623D

[Deposits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1258.

100623H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1259.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1260.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1261.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1262.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1263.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1264.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1265.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1266.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1267.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1268.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1269.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1270.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1271.

102470G

[Slalom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1272.

102470A

[Trick or Treat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · MS C++ 2017 (first AC) · Tags: —

[Septimelon's solution](#)

1273.

102470F

[Haunted Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1274.

102470B

[Working at the Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1275.

102470I

[Happy Telephones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1276.

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · last AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1277.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1278.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · last AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1279.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1280.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1281.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1282.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1283.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1284.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1285.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1286.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · last AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1287.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1288.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1289.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1290.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1291.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1292.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1293.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Septimelon's solution](#)

1294.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1295.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1296.

103102I

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

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1297.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1298.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1299.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1300.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1301.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1302.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1303.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1304.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1305.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1306.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1307.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1308.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1309.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1310.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1311.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Septimelon's solution](#)

1312.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Septimelon's solution](#)

1313.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1314.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Septimelon's solution](#)

1315.

101161K

[Expected Number of Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1316.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1317.

101161A

[WSI Extreme](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1318.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1319.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1320.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[Septimelon's solution](#)

1321.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Septimelon's solution](#)

1322.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1323.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1324.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1325.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1326.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1327.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1328.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1329.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1330.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1331.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1332.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1333.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1334.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1335.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1336.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1337.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1338.

101978B

[Stockholm](#) · [Tutorial](#)

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

[Septimelon's solution](#)

1339.

101978A

[Contest Environment](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · last AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1340.

102920E

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

Rating: — · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1341.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1342.

102920B

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

Rating: — · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1343.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1344.

101773D

[Unsmooth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1345.

101773C

[Stripe Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1346.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —

[Septimelon's solution](#)

1347.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1348.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1349.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1350.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1351.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1352.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1353.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1354.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1355.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1356.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1357.

101942D

[A 1008D 8CÔB AÄ8CÔ>D\\$0C\\$@C](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1358.

101942C

[AÖDäAÄCÄ8CÔCD](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1359.

101942F

[AöUD4jC, <D4EC](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1360.

101942H

[AÖÖCäD 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1361.

101942K

[B 70Cä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1362.

101942A

[B4PDÖCÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1363.

101942J

[B,,ÖDTräC BCÔKC' AC'>CÐ](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1364.

101942I

[AÖCÖAD\\$5D 8Ct0Dd8Dð](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1365.

101942B

[B 5D\\$C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Septimelon's solution](#)

1366.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Septimelon's solution](#)

1367.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Septimelon's solution](#)

1368.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Septimelon's solution](#)

1369.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1370.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1371.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1372.

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1373.

100622E

[Enigmatic Device](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Septimelon's solution](#)

1374.

100622K

[Kripke Model](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1375.

100622C

[Circles on a Screen](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1376.

100622A

[Auxiliary Question of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1377.

100622H

[Homo or Hetero?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1378.

100622D

[Dragon's Question](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1379.

100622B

[Bureaucracy](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1380.

100622J

[Jealous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1381.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1382.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1383.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1384.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1385.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · PyPy 3 (first AC) · Tags: —

[Septimelon's solution](#)

1386.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1387.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1388.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)

1389.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Septimelon's solution](#)