

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

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# Unique solved — Serin

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

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

Filters: none

Count: 714

1.

2211A

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

Quality: 16,082 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Serin's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Serin's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[Serin's solution](#)

4.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Serin's solution](#)

5.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Serin's solution](#)

6.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Serin's solution](#)

7.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Serin's solution](#)

8.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Serin's solution](#)

9.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Serin's solution](#)

## 10.

1684A

### [Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Serin's solution](#)

## 11.

1672B

### [I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Serin's solution](#)

## 12.

1672A

### [Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

[Serin's solution](#)

## 13.

1654B

### [Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Serin's solution](#)

## 14.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Serin's solution](#)

## 15.

1616A

### [Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Serin's solution](#)

## 16.

1615A

### [Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Serin's solution](#)

## 17.

1608A

### [Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Serin's solution](#)

## 18.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Serin's solution](#)

## 19.

1586A

### [Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Serin's solution](#)

**20.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,545 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Serin's solution](#)

**21.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Serin's solution](#)

**22.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Serin's solution](#)

**23.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Serin's solution](#)

**24.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Serin's solution](#)

**25.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Serin's solution](#)

**26.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Serin's solution](#)

**27.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Serin's solution](#)

**28.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Serin's solution](#)

**29.**

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Serin's solution](#)

**30.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Serin's solution](#)

**31.**

1305A

[Kuron and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Serin's solution](#)

**32.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Serin's solution](#)

**33.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Serin's solution](#)

**34.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**35.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[Serin's solution](#)

**36.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Serin's solution](#)

**37.**

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

[Serin's solution](#)

**38.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,812 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[Serin's solution](#)

**39.**

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,811 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Serin's solution](#)

**40.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**41.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Serin's solution](#)

**42.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**43.**

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**44.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: sortings

[Serin's solution](#)

**45.**

977A

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

Quality: 217,502 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**46.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,669 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: games, math

[Serin's solution](#)

**47.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[Serin's solution](#)

**48.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Serin's solution](#)

**49.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Serin's solution](#)

**50.**

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Serin's solution](#)

**51.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Serin's solution](#)

**52.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[Serin's solution](#)

**53.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,650 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Serin's solution](#)

**54.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Serin's solution](#)

**55.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,590 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Serin's solution](#)

**56.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Serin's solution](#)

**57.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**58.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**59.**

1206B

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

Quality: 29,511 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[Serin's solution](#)

**60.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[Serin's solution](#)

**61.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Serin's solution](#)

**62.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,784 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation, strings

[Serin's solution](#)

**63.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Serin's solution](#)

**64.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,032 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Serin's solution](#)

**65.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Serin's solution](#)

**66.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Serin's solution](#)

**67.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Serin's solution](#)

**68.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Serin's solution](#)

**69.**

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[Serin's solution](#)

**70.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**71.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: strings

[Serin's solution](#)

**72.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[Serin's solution](#)

**73.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Serin's solution](#)

**74.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Serin's solution](#)

**75.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Serin's solution](#)

**76.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**77.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**78.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**79.**

2211B

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

Quality: 11,635 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Serin's solution](#)

**80.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Serin's solution](#)

**81.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Serin's solution](#)

**82.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Serin's solution](#)

**83.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Serin's solution](#)

**84.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Serin's solution](#)

**85.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Serin's solution](#)

**86.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,387 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Serin's solution](#)

**87.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Serin's solution](#)

**88.**

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[Serin's solution](#)

**89.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Serin's solution](#)

**90.**

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

[Serin's solution](#)

**91.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,734 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Serin's solution](#)

**92.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Serin's solution](#)

**93.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math

[Serin's solution](#)

**94.**

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**95.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**96.**

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[Serin's solution](#)

**97.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Serin's solution](#)

**98.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Serin's solution](#)

**99.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Serin's solution](#)

**100.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Serin's solution](#)

**101.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Serin's solution](#)

**102.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Serin's solution](#)

**103.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Serin's solution](#)

**104.**

1536B

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

Quality: 25,029 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Serin's solution](#)

**105.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Serin's solution](#)

**106.**

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

[Serin's solution](#)

**107.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Serin's solution](#)

**108.**

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Serin's solution](#)

**109.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: greedy, number theory

[Serin's solution](#)

**110.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math

[Serin's solution](#)

**111.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Serin's solution](#)

**112.**

1200B

[Block Adventure](#) · [Tutorial](#)

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

[Serin's solution](#)

**113.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,961 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Serin's solution](#)

**114.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[Serin's solution](#)

**115.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[Serin's solution](#)

**116.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**117.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation

[Serin's solution](#)

**118.**

2211C1

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

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Serin's solution](#)

**119.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Serin's solution](#)

**120.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Serin's solution](#)

**121.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Serin's solution](#)

**122.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Serin's solution](#)

**123.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Serin's solution](#)

**124.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Serin's solution](#)

**125.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Serin's solution](#)

**126.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Serin's solution](#)

**127.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Serin's solution](#)

**128.**

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Serin's solution](#)

**129.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Serin's solution](#)

**130.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Serin's solution](#)

**131.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Serin's solution](#)

**132.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Serin's solution](#)

**133.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: binary search, math

[Serin's solution](#)

**134.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Serin's solution](#)

**135.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[Serin's solution](#)

**136.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Serin's solution](#)

**137.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Serin's solution](#)

**138.**

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation

[Serin's solution](#)

**139.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Serin's solution](#)

**140.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Serin's solution](#)

**141.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,323 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Serin's solution](#)

**142.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Serin's solution](#)

**143.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Serin's solution](#)

**144.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Serin's solution](#)

**145.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Serin's solution](#)

**146.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Serin's solution](#)

**147.**

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

[Serin's solution](#)

**148.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Serin's solution](#)

**149.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[Serin's solution](#)

**150.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Serin's solution](#)

**151.**

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

[Serin's solution](#)

**152.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[Serin's solution](#)

**153.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Serin's solution](#)

**154.**

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[Serin's solution](#)

**155.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[Serin's solution](#)

**156.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Serin's solution](#)

**157.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Serin's solution](#)

**158.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Serin's solution](#)

**159.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Serin's solution](#)

**160.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Serin's solution](#)

**161.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Serin's solution](#)

**162.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Serin's solution](#)

**163.**

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Serin's solution](#)

**164.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Serin's solution](#)

**165.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Serin's solution](#)

**166.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Serin's solution](#)

**167.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: number theory

[Serin's solution](#)

**168.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Serin's solution](#)

**169.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Serin's solution](#)

**170.**

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Serin's solution](#)

**171.**

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Serin's solution](#)

**172.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Serin's solution](#)

**173.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**174.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Serin's solution](#)

**175.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Serin's solution](#)

**176.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Serin's solution](#)

**177.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Serin's solution](#)

**178.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Serin's solution](#)

**179.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Serin's solution](#)

**180.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Serin's solution](#)

**181.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Serin's solution](#)

**182.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Serin's solution](#)

**183.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[Serin's solution](#)

**184.**

1336A

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

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Serin's solution](#)

**185.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Serin's solution](#)

**186.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Serin's solution](#)

**187.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Serin's solution](#)

**188.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: strings

[Serin's solution](#)

**189.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: greedy, math

[Serin's solution](#)

**190.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Serin's solution](#)

**191.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Serin's solution](#)

**192.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Serin's solution](#)

**193.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**194.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Serin's solution](#)

**195.**

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Serin's solution](#)

**196.**

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[Serin's solution](#)

**197.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[Serin's solution](#)

**198.**

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, math, two pointers

[Serin's solution](#)

**199.**

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[Serin's solution](#)

**200.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[Serin's solution](#)

**201.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Serin's solution](#)

**202.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Serin's solution](#)

**203.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Serin's solution](#)

**204.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Serin's solution](#)

**205.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Serin's solution](#)

**206.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Serin's solution](#)

**207.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Serin's solution](#)

**208.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Serin's solution](#)

**209.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Serin's solution](#)

**210.**

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

[Serin's solution](#)

## 211.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Serin's solution](#)

## 212.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Serin's solution](#)

## 213.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Serin's solution](#)

## 214.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Serin's solution](#)

## 215.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Serin's solution](#)

## 216.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Serin's solution](#)

## 217.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Serin's solution](#)

## 218.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Serin's solution](#)

## 219.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Serin's solution](#)

## 220.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Serin's solution](#)

**221.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[Serin's solution](#)

**222.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[Serin's solution](#)

**223.**

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[Serin's solution](#)

**224.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

[Serin's solution](#)

**225.**

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · last AC: 2019-09-06 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[Serin's solution](#)

**226.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Serin's solution](#)

**227.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Serin's solution](#)

**228.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[Serin's solution](#)

**229.**

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[Serin's solution](#)

**230.**

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Serin's solution](#)

**231.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Serin's solution](#)

**232.**

2211C2

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

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Serin's solution](#)

**233.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Serin's solution](#)

**234.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Serin's solution](#)

**235.**

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

[Serin's solution](#)

**236.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Serin's solution](#)

**237.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Serin's solution](#)

**238.**

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Serin's solution](#)

**239.**

1394A

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

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

[Serin's solution](#)

**240.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Serin's solution](#)

**241.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Serin's solution](#)

**242.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Serin's solution](#)

**243.**

1221D

[Make The Fence Great Again · Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: dp

[Serin's solution](#)

**244.**

1208C

[Magic Grid · Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[Serin's solution](#)

**245.**

1053A

[Vasya and Triangle · Tutorial](#)

Rating: 1800 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: geometry

[Serin's solution](#)

**246.**

1016D

[Vasya And The Matrix · Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[Serin's solution](#)

**247.**

1016C

[Vasya And The Mushrooms · Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[Serin's solution](#)

**248.**

987E

[Petr and Permutations · Tutorial](#)

Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math

[Serin's solution](#)

**249.**

984D

[XOR-pyramid · Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[Serin's solution](#)

**250.**

979B

[Treasure Hunt · Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[Serin's solution](#)

**251.**

2211D

[AND-array · Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Serin's solution](#)

**252.**

2180C

[XOR-factorization · Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Serin's solution](#)

**253.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Serin's solution](#)

**254.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Serin's solution](#)

**255.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Serin's solution](#)

**256.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Serin's solution](#)

**257.**

1938C

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

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**258.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Serin's solution](#)

**259.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Serin's solution](#)

**260.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Serin's solution](#)

**261.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Serin's solution](#)

**262.**

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

[Serin's solution](#)

**263.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Serin's solution](#)

**264.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[Serin's solution](#)

**265.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[Serin's solution](#)

**266.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp

[Serin's solution](#)

**267.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Serin's solution](#)

**268.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Serin's solution](#)

**269.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Serin's solution](#)

**270.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Serin's solution](#)

**271.**

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Serin's solution](#)

**272.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Serin's solution](#)

**273.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Serin's solution](#)

**274.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Serin's solution](#)

**275.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Serin's solution](#)

**276.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Serin's solution](#)

**277.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Serin's solution](#)

**278.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Serin's solution](#)

**279.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Serin's solution](#)

**280.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Serin's solution](#)

**281.**

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: math, number theory, trees

[Serin's solution](#)

**282.**

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**283.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Serin's solution](#)

**284.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Serin's solution](#)

**285.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Serin's solution](#)

**286.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Serin's solution](#)

**287.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Serin's solution](#)

**288.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Serin's solution](#)

**289.**

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Serin's solution](#)

**290.**

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Serin's solution](#)

**291.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Serin's solution](#)

**292.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[Serin's solution](#)

### 293.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Serin's solution](#)

### 294.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

### 295.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Serin's solution](#)

### 296.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Serin's solution](#)

### 297.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Serin's solution](#)

### 298.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Serin's solution](#)

### 299.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Serin's solution](#)

### 300.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Serin's solution](#)

### 301.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Serin's solution](#)

### 302.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

math, number theory

[Serin's solution](#)

**303.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Serin's solution](#)

**304.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[Serin's solution](#)

**305.**

1047D

[Little C Loves 3 II](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Serin's solution](#)

**306.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Serin's solution](#)

**307.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Serin's solution](#)

**308.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Serin's solution](#)

**309.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Serin's solution](#)

**310.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**311.**

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Serin's solution](#)

**312.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Serin's solution](#)

**313.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[Serin's solution](#)

**314.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Serin's solution](#)

**315.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Serin's solution](#)

**316.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Serin's solution](#)

**317.**

2211F

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

Quality: 915 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Serin's solution](#)

**318.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Serin's solution](#)

**319.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Serin's solution](#)

**320.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**321.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**322.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Serin's solution](#)

**323.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Serin's solution](#)

**324.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Serin's solution](#)

**325.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Serin's solution](#)

**326.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[Serin's solution](#)

**327.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Serin's solution](#)

**328.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Serin's solution](#)

**329.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Serin's solution](#)

**330.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[Serin's solution](#)

**331.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[Serin's solution](#)

**332.**

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Serin's solution](#)

**333.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Serin's solution](#)

**334.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Serin's solution](#)

**335.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Serin's solution](#)

**336.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Serin's solution](#)

**337.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Serin's solution](#)

**338.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Serin's solution](#)

**339.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Serin's solution](#)

**340.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Serin's solution](#)

**341.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Serin's solution](#)

**342.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-01-02 · GNU C++11 (first AC) · Tags: binary search, dp

[Serin's solution](#)

**343.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Serin's solution](#)

**344.**

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Serin's solution](#)

**345.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Serin's solution](#)

**346.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Serin's solution](#)

**347.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Serin's solution](#)

**348.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Serin's solution](#)

**349.**

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Serin's solution](#)

**350.**

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Serin's solution](#)

**351.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Serin's solution](#)

**352.**

105617K

[Petya's Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**353.**

105617H

[Exploration Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**354.**

105617F

[Exchange and Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**355.**

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**356.**

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**357.**

105617C

[Intermediate Verticality](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**358.**

105617I

[Prank](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**359.**

105617E

[Classics](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**360.**

105617G

[M-11 Highway](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**361.**

105617B

[Two-Story Advent Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**362.**

105617L

[Two Scooters](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**363.**

105617A

[Colony of Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**364.**

105789E

[Exciting Business Opportunities](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**365.**

105789H

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

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**366.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**367.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**368.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**369.**

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**370.**

105789B

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

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**371.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**372.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**373.**

105789C

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

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**374.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**375.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**376.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**377.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**378.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**379.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**380.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**381.**

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**382.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**383.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**384.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**385.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**386.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**387.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**388.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**389.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**390.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**391.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**392.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**393.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**394.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**395.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**396.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**397.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**398.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**399.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Serin's solution](#)

**400.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**401.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**402.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**403.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**404.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**405.**

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**406.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**407.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**408.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**409.**

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**410.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**411.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**412.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**413.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**414.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**415.**

104832I

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

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**416.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**417.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**418.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**419.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**420.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**421.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**422.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**423.**

104270D

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

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

[Serin's solution](#)

**424.**

104270K

[Airdrop](#) · [Tutorial](#)

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

[Serin's solution](#)

**425.**

104270F

[Tournament](#) · [Tutorial](#)

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

[Serin's solution](#)

**426.**

104270J

[Books](#) · [Tutorial](#)

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

[Serin's solution](#)

**427.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

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

[Serin's solution](#)

**428.**

104270M

[Function and Function](#) · [Tutorial](#)

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

[Serin's solution](#)

**429.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

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

[Serin's solution](#)

**430.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**431.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**432.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**433.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**434.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**435.**

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**436.**

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**437.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**438.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**439.**

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**440.**

104736F

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

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**441.**

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**442.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**443.**

104736D

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

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**444.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**445.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**446.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**447.**

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**448.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**449.**

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**450.**

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**451.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**452.**

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**453.**

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**454.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**455.**

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**456.**

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**457.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**458.**

103185B

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

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**459.**

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**460.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**461.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**462.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**463.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**464.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**465.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**466.**

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**467.**

103260A

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

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**468.**

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**469.**

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**470.**

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**471.**

103329K

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**472.**

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**473.**

103329C

[0 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**474.**

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**475.**

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**476.**

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**477.**

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**478.**

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**479.**

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**480.**

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**481.**

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**482.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**483.**

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**484.**

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**485.**

103483F

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

Rating: — · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: —

[Serin's solution](#)

**486.**

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**487.**

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**488.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**489.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**490.**

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**491.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**492.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**493.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**494.**

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**495.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**496.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**497.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**498.**

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**499.**

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**500.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**501.**

103640H

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

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**502.**

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**503.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**504.**

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**505.**

103640K

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

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**506.**

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**507.**

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · Python 3 (first AC) · Tags: —

[Serin's solution](#)

**508.**

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**509.**

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**510.**

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**511.**

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**512.**

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**513.**

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**514.**

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**515.**

100589A

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

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**516.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**517.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**518.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**519.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**520.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**521.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**522.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**523.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**524.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**525.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**526.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**527.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**528.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**529.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**530.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**531.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**532.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**533.**

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**534.**

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**535.**

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**536.**

101741J

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

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**537.**

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**538.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**539.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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**540.**

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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**541.**

104094I

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

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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**542.**

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**543.**

104094H

[One-dimensional Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**544.**

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**545.**

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**546.**

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**547.**

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**548.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**549.**

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**550.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**551.**

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**552.**

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**553.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**554.**

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**555.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**556.**

101667H

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

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**557.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**558.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**559.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**560.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**561.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**562.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**563.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**564.**

102511G

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

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**565.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**566.**

102511E

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

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**567.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**568.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**569.**

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**570.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**571.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**572.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**573.**

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**574.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**575.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**576.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**577.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**578.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**579.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**580.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**581.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**582.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**583.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**584.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**585.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**586.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**587.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**588.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**589.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**590.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**591.**

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**592.**

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**593.**

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**594.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**595.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**596.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**597.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**598.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**599.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serin's solution](#)

**600.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serin's solution](#)

**601.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**602.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serin's solution](#)

**603.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**604.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**605.**

104011G

[Grand Center](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**606.**

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**607.**

104011K

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

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**608.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**609.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**610.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**611.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serin's solution](#)

**612.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**613.**

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · Python 3 (first AC) · Tags: —

[Serin's solution](#)

**614.**

104013E

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

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**615.**

104013F

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

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**616.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**617.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**618.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**619.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**620.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**621.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**622.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**623.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**624.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**625.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**626.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**627.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**628.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**629.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**630.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**631.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**632.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**633.**

104114I

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

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**634.**

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**635.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**636.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**637.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**638.**

104114F

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

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**639.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**640.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**641.**

104114A

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

Rating: — · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**642.**

103627F

[Lag](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serin's solution](#)

**643.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · last AC: 2021-11-07 · Python 3 (first AC) · Tags: —

[Serin's solution](#)

**644.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**645.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**646.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**647.**

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**648.**

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**649.**

103202F

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

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**650.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**651.**

102893G

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**652.**

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**653.**

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**654.**

102893I

[Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**655.**

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

**656.**

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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**657.**

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**701.**

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**702.**

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**703.**

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