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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: 16,076 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: 24,577 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: 25,875 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: 41,544 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: 21,811 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: 43,809 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: 26,844 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: 21,585 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: 17,502 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: 217,496 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: 55,668 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: 40,646 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: 45,588 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: 17,811 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: 49,782 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: 29,031 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: 16,582 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: 18,810 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: 11,631 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: 16,615 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: 20,709 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: 23,386 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: 45,733 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: 14,304 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: 12,486 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: 22,811 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: 15,576 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: 25,027 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: 17,374 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: 24,674 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: 35,958 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: 13,613 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: 29,389 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: 20,321 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: 30,345 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: 21,635 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: 24,667 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: 8,740 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: 7,856 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: 3,678 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: 8,595 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: 11,757 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: 2,900 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: 3,970 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: 5,853 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: 4,447 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: 5,059 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: 3,191 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: 3,053 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: 2,238 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: 2,600 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: 2,962 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: 2,359 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: 914 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: 10,836 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: —

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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: —

[Serin's solution](#)

538.

101741C

[Cover the Paths](#) · [Tutorial](#)

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

[Serin's solution](#)

539.

101741A

[Three Arrays](#) · [Tutorial](#)

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

[Serin's solution](#)

540.

100553A

[Alter Board](#) · [Tutorial](#)

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

[Serin's solution](#)

541.

104094I

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

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

[Serin's solution](#)

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: —

[Serin's solution](#)

657.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

658.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

659.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

660.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

661.

100543A

[Parades](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serin's solution](#)

662.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Serin's solution](#)

663.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Serin's solution](#)

664.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Serin's solution](#)

665.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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666.

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