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# Unique solved — SirTechnical

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

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Filters: none

Count: 573

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[SirTechnical's solution](#)

2.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

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4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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5.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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6.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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7.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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8.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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9.

2092A

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Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

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10.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
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**11.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation  
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**12.**

2059A

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Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
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**13.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
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**14.**

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**15.**

2055A

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**16.**

2057A

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Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**17.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math  
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**18.**

2048A

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Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
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**19.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**20.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**21.**

2034A

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**22.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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**23.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**24.**

2014B

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**25.**

2014A

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Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**26.**

2004A

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**27.**

2000B

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**28.**

2000A

[Primary Task](#) · [Tutorial](#)

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**29.**

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**30.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**31.**

1999C

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Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**32.**

1999A

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Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**33.**

1997A

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Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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**34.**

1991A

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**35.**

1995A

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**36.**

1994A

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**37.**

1983A

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**38.**

1979A

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**39.**

1976A

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**40.**

1977A

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**41.**

1974B

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**42.**

1974A

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Quality: 37,914 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**43.**

1686B

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**44.**

1686A

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Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**45.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

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**46.**

1462A

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**47.**

4A

[Watermelon](#) · [Tutorial](#)

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**48.**

2178B

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Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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**49.**

2085A

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**50.**

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**51.**

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**52.**

2042B

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**53.**

2028A

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**54.**

2026A

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Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

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**55.**

2035B

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**56.**

2005A

[Simple Palindrome · Tutorial](#)

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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**57.**

1990A

[Submission Bait · Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

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**58.**

1462C

[Unique Number · Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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**59.**

2147B

[Multiple Construction · Tutorial](#)

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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**60.**

2124B

[Minimise Sum · Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**61.**

2092B

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Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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**62.**

2055B

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**63.**

2057B

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Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**64.**

2034B

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Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

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**65.**

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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**66.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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**67.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

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**68.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**69.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

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**70.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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**71.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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**72.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

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**73.**

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**74.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
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**75.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities  
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**76.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
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**77.**

2050B

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Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
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**78.**

2014C

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Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
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**79.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
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**80.**

1999D

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Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
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**81.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
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**82.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
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**83.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

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**84.**

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

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**85.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**86.**

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**87.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**88.**

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**89.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

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**90.**

2189B

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

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**91.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**92.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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**93.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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- 94.**  
2085B  
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- 95.**  
2062C  
[Cirno and Operations](#) · [Tutorial](#)  
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- 96.**  
2053B  
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- 97.**  
2048C  
[Kevin and Binary Strings](#) · [Tutorial](#)  
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- 98.**  
2050C  
[Uninteresting Number](#) · [Tutorial](#)  
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- 99.**  
2046A  
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[SirTechnical's solution](#)
- 100.**  
2039C1  
[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)  
Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory  
[SirTechnical's solution](#)
- 101.**  
2005B2  
[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)  
Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings  
[SirTechnical's solution](#)
- 102.**  
2000D  
[Right Left Wrong](#) · [Tutorial](#)  
Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers  
[SirTechnical's solution](#)
- 103.**  
2002C  
[Black Circles](#) · [Tutorial](#)  
Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[SirTechnical's solution](#)

**104.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[SirTechnical's solution](#)

**105.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[SirTechnical's solution](#)

**106.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[SirTechnical's solution](#)

**107.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[SirTechnical's solution](#)

**108.**

2201A1

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

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures  
[SirTechnical's solution](#)

**109.**

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[SirTechnical's solution](#)

**110.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings  
[SirTechnical's solution](#)

**111.**

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games  
[SirTechnical's solution](#)

**112.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation  
[SirTechnical's solution](#)

**113.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[SirTechnical's solution](#)

**114.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[SirTechnical's solution](#)

**115.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**116.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SirTechnical's solution](#)

**117.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[SirTechnical's solution](#)

**118.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[SirTechnical's solution](#)

**119.**

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[SirTechnical's solution](#)

**120.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SirTechnical's solution](#)

**121.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[SirTechnical's solution](#)

**122.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[SirTechnical's solution](#)

**123.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[SirTechnical's solution](#)

**124.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[SirTechnical's solution](#)

**125.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[SirTechnical's solution](#)

**126.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[SirTechnical's solution](#)

**127.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[SirTechnical's solution](#)

**128.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SirTechnical's solution](#)

**129.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[SirTechnical's solution](#)

**130.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[SirTechnical's solution](#)

**131.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[SirTechnical's solution](#)

**132.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[SirTechnical's solution](#)

**133.**

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[SirTechnical's solution](#)

**134.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[SirTechnical's solution](#)

**135.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[SirTechnical's solution](#)

**136.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[SirTechnical's solution](#)

**137.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[SirTechnical's solution](#)

**138.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[SirTechnical's solution](#)

**139.**

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[SirTechnical's solution](#)

**140.**

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[SirTechnical's solution](#)

**141.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[SirTechnical's solution](#)

**142.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[SirTechnical's solution](#)

**143.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[SirTechnical's solution](#)

**144.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[SirTechnical's solution](#)

**145.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[SirTechnical's solution](#)

**146.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[SirTechnical's solution](#)

**147.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers  
[SirTechnical's solution](#)

**148.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math  
[SirTechnical's solution](#)

**149.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[SirTechnical's solution](#)

**150.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers  
[SirTechnical's solution](#)

**151.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games  
[SirTechnical's solution](#)

**152.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[SirTechnical's solution](#)

**153.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities  
[SirTechnical's solution](#)

**154.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[SirTechnical's solution](#)

**155.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[SirTechnical's solution](#)

**156.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[SirTechnical's solution](#)

**157.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SirTechnical's solution](#)

**158.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[SirTechnical's solution](#)

**159.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[SirTechnical's solution](#)

**160.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[SirTechnical's solution](#)

**161.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[SirTechnical's solution](#)

**162.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[SirTechnical's solution](#)

**163.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[SirTechnical's solution](#)

**164.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[SirTechnical's solution](#)

**165.**

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[SirTechnical's solution](#)

**166.**

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[SirTechnical's solution](#)

**167.**

2201A2

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

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[SirTechnical's solution](#)

**168.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: dp, strings

[SirTechnical's solution](#)

**169.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SirTechnical's solution](#)

**170.**

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[SirTechnical's solution](#)

**171.**

2150B

[Grid Counting](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**172.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[SirTechnical's solution](#)

**173.**

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[SirTechnical's solution](#)

**174.**

2045A

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

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[SirTechnical's solution](#)

**175.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[SirTechnical's solution](#)

**176.**

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[SirTechnical's solution](#)

**177.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[SirTechnical's solution](#)

**178.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[SirTechnical's solution](#)

**179.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SirTechnical's solution](#)

**180.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[SirTechnical's solution](#)

**181.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[SirTechnical's solution](#)

**182.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[SirTechnical's solution](#)

**183.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[SirTechnical's solution](#)

**184.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[SirTechnical's solution](#)

**185.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[SirTechnical's solution](#)

**186.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[SirTechnical's solution](#)

**187.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[SirTechnical's solution](#)

**188.**

2189C2

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

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[SirTechnical's solution](#)

**189.**

612D

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

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[SirTechnical's solution](#)

**190.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[SirTechnical's solution](#)

**191.**

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[SirTechnical's solution](#)

**192.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[SirTechnical's solution](#)

**193.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SirTechnical's solution](#)

**194.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[SirTechnical's solution](#)

**195.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[SirTechnical's solution](#)

**196.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[SirTechnical's solution](#)

**197.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[SirTechnical's solution](#)

**198.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[SirTechnical's solution](#)

**199.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[SirTechnical's solution](#)

**200.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[SirTechnical's solution](#)

**201.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[SirTechnical's solution](#)

**202.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[SirTechnical's solution](#)

**203.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[SirTechnical's solution](#)

**204.**

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[SirTechnical's solution](#)

**205.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[SirTechnical's solution](#)

**206.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**207.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[SirTechnical's solution](#)

**208.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-11 · Python 3 (first AC) · Tags: brute force, expression parsing, strings

[SirTechnical's solution](#)

**209.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[SirTechnical's solution](#)

**210.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SirTechnical's solution](#)

**211.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[SirTechnical's solution](#)

**212.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[SirTechnical's solution](#)

**213.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[SirTechnical's solution](#)

**214.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math  
[SirTechnical's solution](#)

**215.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[SirTechnical's solution](#)

**216.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[SirTechnical's solution](#)

**217.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[SirTechnical's solution](#)

**218.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[SirTechnical's solution](#)

**219.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[SirTechnical's solution](#)

**220.**

47C

[Crossword](#) · [Tutorial](#)

Quality: 868 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[SirTechnical's solution](#)

**221.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[SirTechnical's solution](#)

**222.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[SirTechnical's solution](#)

**223.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[SirTechnical's solution](#)

**224.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[SirTechnical's solution](#)

## 225.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[SirTechnical's solution](#)

## 226.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[SirTechnical's solution](#)

## 227.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[SirTechnical's solution](#)

## 228.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[SirTechnical's solution](#)

## 229.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[SirTechnical's solution](#)

## 230.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

## 231.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[SirTechnical's solution](#)

## 232.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[SirTechnical's solution](#)

## 233.

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[SirTechnical's solution](#)

## 234.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation, math, matrices

[SirTechnical's solution](#)

**235.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[SirTechnical's solution](#)

**236.**

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[SirTechnical's solution](#)

**237.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[SirTechnical's solution](#)

**238.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[SirTechnical's solution](#)

**239.**

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[SirTechnical's solution](#)

**240.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[SirTechnical's solution](#)

**241.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[SirTechnical's solution](#)

**242.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[SirTechnical's solution](#)

**243.**

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[SirTechnical's solution](#)

**244.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[SirTechnical's solution](#)

## 245.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SirTechnical's solution](#)

## 246.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[SirTechnical's solution](#)

## 247.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[SirTechnical's solution](#)

## 248.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[SirTechnical's solution](#)

## 249.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[SirTechnical's solution](#)

## 250.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[SirTechnical's solution](#)

## 251.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[SirTechnical's solution](#)

## 252.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[SirTechnical's solution](#)

## 253.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[SirTechnical's solution](#)

## 254.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[SirTechnical's solution](#)

**255.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[SirTechnical's solution](#)

**256.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[SirTechnical's solution](#)

**257.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[SirTechnical's solution](#)

**258.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[SirTechnical's solution](#)

**259.**

2045H

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

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[SirTechnical's solution](#)

**260.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[SirTechnical's solution](#)

**261.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[SirTechnical's solution](#)

**262.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**263.**

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[SirTechnical's solution](#)

**264.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[SirTechnical's solution](#)

**265.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities

[SirTechnical's solution](#)

**266.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[SirTechnical's solution](#)

**267.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[SirTechnical's solution](#)

**268.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[SirTechnical's solution](#)

**269.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[SirTechnical's solution](#)

**270.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-27 · last AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[SirTechnical's solution](#)

**271.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-03 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[SirTechnical's solution](#)

**272.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[SirTechnical's solution](#)

**273.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[SirTechnical's solution](#)

**274.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[SirTechnical's solution](#)

**275.**

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math  
[SirTechnical's solution](#)

**276.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry  
[SirTechnical's solution](#)

**277.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory  
[SirTechnical's solution](#)

**278.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**279.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**280.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-30 · last AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs  
[SirTechnical's solution](#)

**281.**

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation  
[SirTechnical's solution](#)

**282.**

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings  
[SirTechnical's solution](#)

**283.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[SirTechnical's solution](#)

**284.**

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive  
[SirTechnical's solution](#)

**285.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings  
[SirTechnical's solution](#)

**286.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation  
[SirTechnical's solution](#)

**287.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees  
[SirTechnical's solution](#)

**288.**

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry  
[SirTechnical's solution](#)

**289.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, number theory  
[SirTechnical's solution](#)

**290.**

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[SirTechnical's solution](#)

**291.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices  
[SirTechnical's solution](#)

**292.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math  
[SirTechnical's solution](#)

**293.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory  
[SirTechnical's solution](#)

**294.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees  
[SirTechnical's solution](#)

**295.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[SirTechnical's solution](#)

**296.**

592E

[BCPC](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2700 · first AC: 2025-12-21 · last AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, two pointers

[SirTechnical's solution](#)

**297.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[SirTechnical's solution](#)

**298.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[SirTechnical's solution](#)

**299.**

2045E

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

Quality: 300 global accepts · Rating: 2700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[SirTechnical's solution](#)

**300.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SirTechnical's solution](#)

**301.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[SirTechnical's solution](#)

**302.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[SirTechnical's solution](#)

**303.**

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**304.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-17 · last AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[SirTechnical's solution](#)

**305.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-30 · PyPy 3-64 (first AC) · Tags: interactive, probabilities, trees

[SirTechnical's solution](#)

**306.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[SirTechnical's solution](#)

**307.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[SirTechnical's solution](#)

**308.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[SirTechnical's solution](#)

**309.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2026-01-08 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, math

[SirTechnical's solution](#)

**310.**

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[SirTechnical's solution](#)

**311.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy, implementation

[SirTechnical's solution](#)

**312.**

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[SirTechnical's solution](#)

**313.**

105109C

[A Noteworthy Debut](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SirTechnical's solution](#)

**314.**

106457D

[Herryng](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SirTechnical's solution](#)

**315.**

106457F

[Cuqii Scigmah](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SirTechnical's solution](#)

**316.**

102392K

[Stranded Robot](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SirTechnical's solution](#)

**317.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SirTechnical's solution](#)

**318.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SirTechnical's solution](#)

**319.**

101964K

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

Rating: — · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SirTechnical's solution](#)

**320.**

106268L

[Common Tangent Lines](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**321.**

104686J

[Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**322.**

104686I

[Money Laundering](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**323.**

104686A

[Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**324.**

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**325.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · PyPy 3-64 (first AC) · Tags: —

[SirTechnical's solution](#)

**326.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**327.**

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**328.**

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**329.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**330.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**331.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**332.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**333.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · last AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**334.**

105789H

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

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

[SirTechnical's solution](#)

**335.**

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**336.**

105789J

[Just Look Up](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**337.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**338.**

105789D

[Dangerous City](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**339.**

105789B

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

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

[SirTechnical's solution](#)

**340.**

105789G

[Game of Pieces](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**341.**

105789A

[Ananna](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**342.**

105789L

[LED Counter](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**343.**

105789C

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

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

[SirTechnical's solution](#)

**344.**

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**345.**

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · last AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**346.**

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**347.**

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**348.**

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**349.**

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**350.**

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**351.**

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**352.**

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**353.**

105505B

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

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**354.**

105505J

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

Rating: — · first AC: 2025-11-02 · last AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —

[SirTechnical's solution](#)

**355.**

105505C

[Cindy's Christmas Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**356.**

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**357.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**358.**

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**359.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**360.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**361.**

105505E

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

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**362.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —

[SirTechnical's solution](#)

**363.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**364.**

105505A

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

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —

[SirTechnical's solution](#)

**365.**

105431E

[Elapid Errands](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**366.**

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**367.**

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**368.**

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**369.**

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**370.**

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**371.**

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**372.**

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: —

[SirTechnical's solution](#)

**373.**

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**374.**

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**375.**

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**376.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**377.**

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**378.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**379.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**380.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**381.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**382.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**383.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**384.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**385.**

105053I

[Insects, Mathematics, Accuracy, and Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**386.**

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: —  
[SirTechnical's solution](#)

**387.**

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**388.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**389.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**390.**

105053F

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

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**391.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**392.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**393.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**394.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**395.**

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**396.**

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**397.**

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**398.**

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**399.**

101196I

[Waif Until Dark](#) · [Tutorial](#)

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

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**400.**

101196F

[Removal Game](#) · [Tutorial](#)

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

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**401.**

101196E

[Red Rover](#) · [Tutorial](#)

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

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**402.**

101196C

[The Key to Cryptography](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**403.**

101196B

[Foosball Dynasty](#) · [Tutorial](#)

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

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**404.**

106043D

[Pennant Hanging](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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**405.**

106043C

[Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**406.**

106043G

[Airplane - Quantum Field Theory Edition](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**407.**

100646H

[You'll be Working on the Railroad](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**408.**

100643H

[Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**409.**

100643C

[Condorcet Winners](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**410.**

100643G

[Have You Driven a Fjord Lately?](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**411.**

100643F

[GPS I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**412.**

100643A

[The Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**413.**

100643E

[The Banzhaf Buzz-Off](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**414.**

100643I

[Wally World](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**415.**

100643D

[Everyone out of the Pool](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**416.**

100643B

[Chain of Fools](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**417.**

100646F

[Tanks a Lot](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**418.**

100646D

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

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**419.**

100646C

[LCR](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**420.**

100646B

[Jack of All Trades](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**421.**

100646E

[Su-Su-Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**422.**

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · last AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**423.**

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**424.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**425.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**426.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**427.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**428.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**429.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**430.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**431.**

101002A

[Fancy Antiques](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**432.**

101002B

[Alternative Bracket Notation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**433.**

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[SirTechnical's solution](#)

**434.**

103438I

[Flood Fill](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**435.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · last AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**436.**

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**437.**

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**438.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**439.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**440.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**441.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**442.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**443.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**444.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**445.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**446.**

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**447.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**448.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**449.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**450.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**451.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**452.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**453.**

105465B

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

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**454.**

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**455.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**456.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[SirTechnical's solution](#)

**457.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**458.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**459.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**460.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[SirTechnical's solution](#)

**461.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**462.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**463.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[SirTechnical's solution](#)

**464.**

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**465.**

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**466.**

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**467.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**468.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**469.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**470.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**471.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**472.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**473.**

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**474.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**475.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**476.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**477.**

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**478.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**479.**

103202F

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

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**480.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**481.**

105633F

[The Farthest Point](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**482.**

105633G

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

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

[SirTechnical's solution](#)

**483.**

105633D

[Tree Generators](#) · [Tutorial](#)

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

[SirTechnical's solution](#)

**484.**

105633C

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

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

[SirTechnical's solution](#)

**485.**

105633K

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

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

[SirTechnical's solution](#)

**486.**

105633E

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

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

[SirTechnical's solution](#)

**487.**

105633I

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

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

[SirTechnical's solution](#)

**488.**

105633A

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

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

[SirTechnical's solution](#)

**489.**

105633B

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

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

[SirTechnical's solution](#)

**490.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · last AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[SirTechnical's solution](#)

**491.**

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**492.**

105537H

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

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**493.**

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**494.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**495.**

105537J

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

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**496.**

105537I

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

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**497.**

105537A

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

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**498.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**499.**

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**500.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**501.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**502.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**503.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**504.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**505.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**506.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**507.**

105562A

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

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**508.**

105562E

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

Rating: — · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**509.**

105553I

[Democrat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**510.**

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**511.**

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[SirTechnical's solution](#)

**512.**

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[SirTechnical's solution](#)

**513.**

104587J

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**514.**

104587D

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**515.**

104587K

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**516.**

104587A

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**517.**

104587B

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**518.**

104587H

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**519.**

104587E

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**520.**

104587G

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**521.**

104587C

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**522.**

101170G

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**523.**

100825H

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**524.**

100825C

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**525.**

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**526.**

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**527.**

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**529.**

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**530.**

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**531.**

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**532.**

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**533.**

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**534.**

101170F

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**535.**

101170H

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**536.**

101170E

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**537.**

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**538.**

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**539.**

104945C

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**540.**

104945B

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**541.**

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**542.**

104945E

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**543.**

104945J

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**544.**

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**545.**

104945I

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**546.**

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**547.**

104945A

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**548.**

104596I

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**549.**

104596C

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104596K

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**551.**

104596B

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**552.**

104596H

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**553.**

104596E

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**554.**

104596J

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**555.**

104596G

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**556.**

104596F

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**557.**

104596A

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**558.**

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**559.**

101623F

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**560.**

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**561.**

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**562.**

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**563.**

101623D

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**564.**

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**565.**

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**566.**

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**567.**

102483I

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**568.**

102483E

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**569.**

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**570.**

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**571.**

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**572.**

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