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Unique solved — SpadeZ

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

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

Filters: none

Count: 614

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,768 global accepts · Rating: 800 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: math

[SpadeZ's solution](#)

2.

2211A

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

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[SpadeZ's solution](#)

3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,496 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[SpadeZ's solution](#)

4.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,911 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[SpadeZ's solution](#)

5.

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[SpadeZ's solution](#)

6.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[SpadeZ's solution](#)

7.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,734 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[SpadeZ's solution](#)

8.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[SpadeZ's solution](#)

9.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[SpadeZ's solution](#)

10.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[SpadeZ's solution](#)

11.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[SpadeZ's solution](#)

12.

1589A

[Mathematical Addition](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[SpadeZ's solution](#)

13.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[SpadeZ's solution](#)

14.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[SpadeZ's solution](#)

15.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SpadeZ's solution](#)

16.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[SpadeZ's solution](#)

17.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,028 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[SpadeZ's solution](#)

18.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[SpadeZ's solution](#)

19.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[SpadeZ's solution](#)

20.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[SpadeZ's solution](#)

21.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[SpadeZ's solution](#)

22.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[SpadeZ's solution](#)

23.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[SpadeZ's solution](#)

24.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[SpadeZ's solution](#)

25.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[SpadeZ's solution](#)

26.

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[SpadeZ's solution](#)

27.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,012 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[SpadeZ's solution](#)

28.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[SpadeZ's solution](#)

29.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[SpadeZ's solution](#)

30.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[SpadeZ's solution](#)

31.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[SpadeZ's solution](#)

32.

2211B

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

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[SpadeZ's solution](#)

33.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[SpadeZ's solution](#)

34.

2189B

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

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[SpadeZ's solution](#)

35.

2175C

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

Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[SpadeZ's solution](#)

36.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[SpadeZ's solution](#)

37.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[SpadeZ's solution](#)

38.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SpadeZ's solution](#)

39.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SpadeZ's solution](#)

40.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1300 · first AC: 2026-04-08 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, math, number theory

[SpadeZ's solution](#)

41.

2211C1

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

Quality: 9,109 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[SpadeZ's solution](#)

42.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[SpadeZ's solution](#)

43.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[SpadeZ's solution](#)

44.

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[SpadeZ's solution](#)

45.

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SpadeZ's solution](#)

46.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[SpadeZ's solution](#)

47.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[SpadeZ's solution](#)

48.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SpadeZ's solution](#)

49.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[SpadeZ's solution](#)

50.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[SpadeZ's solution](#)

51.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[SpadeZ's solution](#)

52.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[SpadeZ's solution](#)

53.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[SpadeZ's solution](#)

54.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[SpadeZ's solution](#)

55.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

56.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[SpadeZ's solution](#)

57.

2206J

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

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[SpadeZ's solution](#)

58.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[SpadeZ's solution](#)

59.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[SpadeZ's solution](#)

60.

1537D

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

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

[SpadeZ's solution](#)

61.

2211C2

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

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[SpadeZ's solution](#)

62.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[SpadeZ's solution](#)

63.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[SpadeZ's solution](#)

64.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[SpadeZ's solution](#)

65.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[SpadeZ's solution](#)

66.

2189C2

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

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SpadeZ's solution](#)

67.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[SpadeZ's solution](#)

68.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,472 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[SpadeZ's solution](#)

69.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[SpadeZ's solution](#)

70.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[SpadeZ's solution](#)

71.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[SpadeZ's solution](#)

72.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[SpadeZ's solution](#)

73.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,723 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[SpadeZ's solution](#)

74.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[SpadeZ's solution](#)

75.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[SpadeZ's solution](#)

76.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[SpadeZ's solution](#)

77.

2189D1

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

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[SpadeZ's solution](#)

78.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[SpadeZ's solution](#)

79.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[SpadeZ's solution](#)

80.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[SpadeZ's solution](#)

81.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[SpadeZ's solution](#)

82.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[SpadeZ's solution](#)

83.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[SpadeZ's solution](#)

84.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[SpadeZ's solution](#)

85.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[SpadeZ's solution](#)

86.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

87.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[SpadeZ's solution](#)

88.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[SpadeZ's solution](#)

89.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: data structures, graph matchings, greedy, implementation

[SpadeZ's solution](#)

90.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[SpadeZ's solution](#)

91.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[SpadeZ's solution](#)

92.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[SpadeZ's solution](#)

93.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[SpadeZ's solution](#)

94.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[SpadeZ's solution](#)

95.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

96.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[SpadeZ's solution](#)

97.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[SpadeZ's solution](#)

98.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[SpadeZ's solution](#)

99.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[SpadeZ's solution](#)

100.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[SpadeZ's solution](#)

101.

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[SpadeZ's solution](#)

102.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · last AC: 2026-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[SpadeZ's solution](#)

103.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[SpadeZ's solution](#)

104.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[SpadeZ's solution](#)

105.

1972D2

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

Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[SpadeZ's solution](#)

106.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[SpadeZ's solution](#)

107.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[SpadeZ's solution](#)

108.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

109.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[SpadeZ's solution](#)

110.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[SpadeZ's solution](#)

111.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[SpadeZ's solution](#)

112.

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[SpadeZ's solution](#)

113.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices

[SpadeZ's solution](#)

114.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[SpadeZ's solution](#)

115.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

116.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[SpadeZ's solution](#)

117.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

118.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[SpadeZ's solution](#)

119.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[SpadeZ's solution](#)

120.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[SpadeZ's solution](#)

121.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[SpadeZ's solution](#)

122.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[SpadeZ's solution](#)

123.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[SpadeZ's solution](#)

124.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[SpadeZ's solution](#)

125.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: dp, games

[SpadeZ's solution](#)

126.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SpadeZ's solution](#)

127.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, strings

[SpadeZ's solution](#)

128.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: games

[SpadeZ's solution](#)

129.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[SpadeZ's solution](#)

130.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[SpadeZ's solution](#)

131.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[SpadeZ's solution](#)

132.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[SpadeZ's solution](#)

133.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-03-12 · last AC: 2021-03-12 · GNU C++11 (first AC) · Tags: combinatorics

[SpadeZ's solution](#)

134.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-03-10 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[SpadeZ's solution](#)

135.

198D

[Cube Snake](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2700 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[SpadeZ's solution](#)

136.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[SpadeZ's solution](#)

137.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[SpadeZ's solution](#)

138.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp

[SpadeZ's solution](#)

139.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy

[SpadeZ's solution](#)

140.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[SpadeZ's solution](#)

141.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2026-01-27 · last AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[SpadeZ's solution](#)

142.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[SpadeZ's solution](#)

143.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math
[SpadeZ's solution](#)

144.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[SpadeZ's solution](#)

145.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees
[SpadeZ's solution](#)

146.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[SpadeZ's solution](#)

147.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[SpadeZ's solution](#)

148.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[SpadeZ's solution](#)

149.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy
[SpadeZ's solution](#)

150.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees
[SpadeZ's solution](#)

151.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: dp, games
[SpadeZ's solution](#)

152.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: math, matrices
[SpadeZ's solution](#)

153.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: graphs

[SpadeZ's solution](#)

154.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[SpadeZ's solution](#)

155.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[SpadeZ's solution](#)

156.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[SpadeZ's solution](#)

157.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[SpadeZ's solution](#)

158.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[SpadeZ's solution](#)

159.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, flows, graphs

[SpadeZ's solution](#)

160.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2021-02-15 · last AC: 2021-02-15 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[SpadeZ's solution](#)

161.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: data structures, trees

[SpadeZ's solution](#)

162.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, trees

[SpadeZ's solution](#)

163.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dp, games

[SpadeZ's solution](#)

164.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2021-01-21 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[SpadeZ's solution](#)

165.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy

[SpadeZ's solution](#)

166.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[SpadeZ's solution](#)

167.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: flows, graph matchings

[SpadeZ's solution](#)

168.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2021-01-11 · last AC: 2021-01-11 · GNU C++11 (first AC) · Tags: geometry, math

[SpadeZ's solution](#)

169.

449E

[Jzzhu and Squares](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: dp, math, number theory

[SpadeZ's solution](#)

170.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[SpadeZ's solution](#)

171.

1442E

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

Quality: 788 global accepts · Rating: 3000 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[SpadeZ's solution](#)

172.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[SpadeZ's solution](#)

173.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[SpadeZ's solution](#)

174.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[SpadeZ's solution](#)

175.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: graphs

[SpadeZ's solution](#)

176.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp, greedy

[SpadeZ's solution](#)

177.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[SpadeZ's solution](#)

178.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: math, probabilities

[SpadeZ's solution](#)

179.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[SpadeZ's solution](#)

180.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[SpadeZ's solution](#)

181.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-01-06 · last AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[SpadeZ's solution](#)

182.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[SpadeZ's solution](#)

183.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, matrices

[SpadeZ's solution](#)

184.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[SpadeZ's solution](#)

185.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[SpadeZ's solution](#)

186.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[SpadeZ's solution](#)

187.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[SpadeZ's solution](#)

188.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SpadeZ's solution](#)

189.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[SpadeZ's solution](#)

190.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dp

[SpadeZ's solution](#)

191.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-01-28 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[SpadeZ's solution](#)

192.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[SpadeZ's solution](#)

193.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-11-23 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, dsu

[SpadeZ's solution](#)

194.

947E

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

Rating: 3100 · first AC: 2020-11-11 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: fft, math, matrices

[SpadeZ's solution](#)

195.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, strings

[SpadeZ's solution](#)

196.

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[SpadeZ's solution](#)

197.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-05-28 · last AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[SpadeZ's solution](#)

198.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[SpadeZ's solution](#)

199.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[SpadeZ's solution](#)

200.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[SpadeZ's solution](#)

201.

1284F

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

Quality: 413 global accepts · Rating: 3200 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[SpadeZ's solution](#)

202.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-02-20 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[SpadeZ's solution](#)

203.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2021-03-18 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[SpadeZ's solution](#)

204.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[SpadeZ's solution](#)

205.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[SpadeZ's solution](#)

206.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[SpadeZ's solution](#)

207.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[SpadeZ's solution](#)

208.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[SpadeZ's solution](#)

209.

105941L

[Astral Decay](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

210.

105941I

[g vj Q Q l y g v , ,](#)

Rating: — · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

211.

105941K

[Ring Trick II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

212.

105941C

[Toxel N T s i n V p t](#)

Rating: — · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

213.

105941G

[v o t n a g Y r i z E - A E](#)

Rating: — · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

214.

105941E

[S i u t o r i a](#)

Rating: — · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

215.

105941F

[^ t u n k i](#)

Rating: — · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

216.

105941H

[h T o y e p](#)

Rating: — · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

217.

105941J

[Ring Trick](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

218.

105941M

[Y@jazz\[f-b](#)

Rating: — · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

219.

105941D

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

220.

105992A

[Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

221.

105992E

[Djangle v. Tepin-Óg,,](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SpadeZ's solution](#)

222.

105992K

[yTKNlK](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SpadeZ's solution](#)

223.

105992J

[Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SpadeZ's solution](#)

224.

105992I

[Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SpadeZ's solution](#)

225.

105992M

[TIOne h8](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

226.

105992G

[Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[SpadeZ's solution](#)

227.

105992D

[Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

228.

105992H

[V b 112.5 Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

229.

105949C

[Optimal Time · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

230.

105949K

[Point Divide and Conquer · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

231.

105949A

[Minimum Product · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

232.

105949H

[Hututu · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

233.

105949J

[Sichuan Provincial Contest · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

234.

105949F

[Inversion Pairs · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

235.

105949I

[Essentially Different Suffixes · Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

236.

103743B

[Prime Ring Plus · Tutorial](#)

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

[SpadeZ's solution](#)

237.

103743J

[Balanced Tree · Tutorial](#)

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

[SpadeZ's solution](#)

238.

103743C

[Jump and Treasure · Tutorial](#)

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

[SpadeZ's solution](#)

239.

103743I

[Cutting Suffix](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

240.

103743A

[PENTA KILL!](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

241.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

242.

105945H

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

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

243.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

244.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

245.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

246.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

247.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

248.

105487G

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

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

249.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

250.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

251.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

252.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

253.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

254.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

255.

105851I

[g \ LGM](#) [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[SpadeZ's solution](#)

256.

105851J

[Vũ Nhật](#) [De](#)

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

[SpadeZ's solution](#)

257.

105851D

[g T N Q I Q](#) [qyVQH](#)

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

[SpadeZ's solution](#)

258.

105851H

[LinkN](#) [tw](#) [e](#) [s](#) [-d](#) [l](#) [O](#)

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

[SpadeZ's solution](#)

259.

105851E

[^ n](#) [W](#) [A](#) [B](#) [T](#) [o](#) [r](#) [i](#) [a](#) [l](#)

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

[SpadeZ's solution](#)

260.

105851C

[x](#) [T](#) [u](#) [t](#) [o](#) [r](#) [i](#) [a](#) [l](#)

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

[SpadeZ's solution](#)

261.

105851G

[Sporkle](#)

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

[SpadeZ's solution](#)

262.

105851A

[R-d01n2l](#)

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

[SpadeZ's solution](#)

263.

103860C

[Selection Sort Count](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

264.

103860G

[Integer Game](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

265.

103860L

[Paid Leave](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

266.

103860F

[Modulo](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

267.

103860A

[Mash](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

268.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

269.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

270.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

271.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

272.

104172B

[Big Picture](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

273.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · last AC: 2024-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[SpadeZ's solution](#)

274.

104172G

[Paddle Star](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

275.

104172L

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

Rating: — · first AC: 2023-08-30 · last AC: 2024-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[SpadeZ's solution](#)

276.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · last AC: 2024-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[SpadeZ's solution](#)

277.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · last AC: 2024-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[SpadeZ's solution](#)

278.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-30 · last AC: 2024-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[SpadeZ's solution](#)

279.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

280.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

281.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

282.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

283.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

284.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

285.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

286.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

287.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

288.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

289.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

290.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

291.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

292.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

293.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

294.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

295.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

296.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

297.

104022H

[Absolute Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

298.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · last AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

299.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

300.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

301.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

302.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

303.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

304.

104160A

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

305.

104160I

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

306.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

307.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

308.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

309.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

310.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

311.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

312.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

313.

104373F

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

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

314.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

315.

104373A

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

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

316.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

317.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

318.

103409J

[Suffix Automaton](#) · [Tutorial](#)

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103409F

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321.

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322.

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323.

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326.

103119C

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327.

103119I

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328.

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329.

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330.

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331.

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332.

103119L

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333.

103202I

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334.

103202H

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335.

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339.

103202G

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340.

104725E

[IGNNPW](#)

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341.

104725B

[~EqNKf'](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

342.

104725D

['NNteq!-^ ^UUs](#)

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343.

104725H

[\[W&N2n8b](#)

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344.

104725G

[!ZpufSi!iub](#)

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345.

104725F

[g TmSG\[P^R](#)

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346.

104725A

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347.

104725L

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348.

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349.

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351.

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352.

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355.

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358.

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359.

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361.

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362.

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363.

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364.

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367.

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389.

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390.

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391.

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392.

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105173B

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402.

105161H

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403.

1192B

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404.

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[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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405.

105173F

[Factor](#) · [Tutorial](#)

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105173M

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410.

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[nIM gAME](#) · [Tutorial](#)

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411.

105173J

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105139F

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105139H

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414.

105139L

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415.

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416.

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417.

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418.

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[Long Live](#) · [Tutorial](#)

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419.

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421.

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422.

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423.

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424.

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430.

103941C

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431.

103941K

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432.

103941B

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433.

103941H

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434.

103941J

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435.

103941E

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436.

103941G

[Mocha N Tutorial](#)

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437.

103941F

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Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

438.

103941A

[Mocha N Tsuchi](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

439.

104832K

[Probing the Disk](#) · Tutorial

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

440.

104832D

[Nested Repetition Compression](#) · Tutorial

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

441.

104832B

[Rank Promotion](#) · Tutorial

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

442.

104832F

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

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

443.

104832A

[Yokohama Phenomena](#) · Tutorial

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

444.

105112J

[Jogging Tour](#) · Tutorial

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

445.

105112H

[Higher Arithmetic](#) · Tutorial

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

446.

105112F

[Fixing Fractions](#) · Tutorial

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

447.

105112A

[Arranging Adapters](#) · Tutorial

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

448.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

449.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

450.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

451.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

452.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

453.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

454.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

455.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

456.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

457.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

458.

104354L

[s up8b](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

459.

104354J

[Mocha I%T+u5\[Pn8b](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

460.

104354I

[epkceal b](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

461.

104354G

[Toxel NTWf8u;](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

462.

104354E

[we-5n8b](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

463.

104354K

[c'RINlep](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

464.

104354C

[Toxel NT+gipu b Vh](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

465.

104354H

[Travel Begins · Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

466.

104354F

[Art for Last · Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

467.

104354B

[Art for Rest · Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

468.

104354A

[\Asmin8I³SW](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

469.

105053G

[Greek Casino · Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

470.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

471.

105053F

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

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

472.

105053C

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

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

473.

105053E

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

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

474.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

475.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

476.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

477.

104417C

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

478.

104417F

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

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

479.

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

480.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

481.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

482.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

483.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

484.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

485.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

486.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

487.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

488.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

489.

104369L

[Classic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

490.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

491.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

492.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

493.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

494.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

495.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

496.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

497.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

498.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

499.

104369A

[Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[SpadeZ's solution](#)

500.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

501.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

502.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

503.

104945F

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

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

504.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

505.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

506.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

507.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

508.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

509.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

510.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

511.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

512.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

513.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

514.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

515.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

516.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

517.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

518.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

519.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

520.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

521.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

522.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

523.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

524.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

525.

103470M

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

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

526.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

527.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

528.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

529.

102576I

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

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

530.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

531.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

532.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[SpadeZ's solution](#)

533.

104021L

[Xian Xiang](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

534.

104021D

[Easy Problem](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

535.

104021A

[Girls Band Party](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

536.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

537.

104021F

[Function!](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

538.

104021G

[Pot!!](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

539.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · Python 3 (first AC) · Tags: —

[SpadeZ's solution](#)

540.

104021B

[So Easy](#) · [Tutorial](#)

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

[SpadeZ's solution](#)

541.

104021N

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

Rating: — · first AC: 2023-10-11 · Python 3 (first AC) · Tags: —

[SpadeZ's solution](#)

542.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

543.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

544.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

545.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

546.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

547.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

548.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

549.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

550.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

551.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

552.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

553.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

554.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

555.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

556.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

557.

102832D

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

Rating: — · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

558.

102832A

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567.

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568.

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569.

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570.

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571.

104053E

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572.

104053H

[GameX · Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

573.

104053L

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Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[SpadeZ's solution](#)

574.

104076D

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Rating: — · first AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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575.

104076C

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104076A

[Tower · Tutorial](#)

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104076E

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578.

104076M

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579.

104076K

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582.

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591.

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592.

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103055D

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596.

103055G

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Rating: — · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: —

[SpadeZ's solution](#)

597.

103055F

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598.

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Rating: — · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: —

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599.

103055J

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600.

103055I

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601.

103055M

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Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[SpadeZ's solution](#)

602.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: —

[SpadeZ's solution](#)

603.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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604.

103104H

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605.

103104D

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Rating: — · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: —

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606.

103104A

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607.

103104I

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Rating: — · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

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608.

103104F

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609.

103069D

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610.

101190G

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611.

101173E

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612.

101471D

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613.

101239E

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614.

100543E

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