

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

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# Unique solved — Suckmycode

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

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

Filters: none

Count: 278

1.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Suckmycode's solution](#)

2.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

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3.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Suckmycode's solution](#)

4.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Suckmycode's solution](#)

5.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Suckmycode's solution](#)

6.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Suckmycode's solution](#)

7.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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8.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Suckmycode's solution](#)

9.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,764 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Suckmycode's solution](#)

**10.**

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,083 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Suckmycode's solution](#)

**11.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Suckmycode's solution](#)

**12.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Suckmycode's solution](#)

**13.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Suckmycode's solution](#)

**14.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Suckmycode's solution](#)

**15.**

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2026-02-09 · last AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Suckmycode's solution](#)

**16.**

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Suckmycode's solution](#)

**17.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,489 global accepts · Rating: 800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings, strings

[Suckmycode's solution](#)

**18.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,102 global accepts · Rating: 800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Suckmycode's solution](#)

**19.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

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**20.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**21.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Suckmycode's solution](#)

**22.**

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Suckmycode's solution](#)

**23.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Suckmycode's solution](#)

**24.**

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**25.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**26.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Suckmycode's solution](#)

**27.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Suckmycode's solution](#)

**28.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**29.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2023-06-23 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Suckmycode's solution](#)

**30.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Suckmycode's solution](#)

**31.**

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings  
[Suckmycode's solution](#)

**32.**

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[Suckmycode's solution](#)

**33.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Suckmycode's solution](#)

**34.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[Suckmycode's solution](#)

**35.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[Suckmycode's solution](#)

**36.**

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Suckmycode's solution](#)

**37.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy  
[Suckmycode's solution](#)

**38.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Suckmycode's solution](#)

**39.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks  
[Suckmycode's solution](#)

**40.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[Suckmycode's solution](#)

**41.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Suckmycode's solution](#)

**42.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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**43.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: math

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**44.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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**45.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

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**46.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**47.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Suckmycode's solution](#)

**48.**

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Suckmycode's solution](#)

**49.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Suckmycode's solution](#)

**50.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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**51.**

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Suckmycode's solution](#)

**52.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Suckmycode's solution](#)

**53.**

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Suckmycode's solution](#)

**54.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,436 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Suckmycode's solution](#)

**55.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Suckmycode's solution](#)

**56.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Suckmycode's solution](#)

**57.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, sortings

[Suckmycode's solution](#)

**58.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Suckmycode's solution](#)

**59.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

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**60.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**61.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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**62.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Suckmycode's solution](#)

**63.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Suckmycode's solution](#)

**64.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Suckmycode's solution](#)

**65.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Suckmycode's solution](#)

**66.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Suckmycode's solution](#)

**67.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Suckmycode's solution](#)

**68.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Suckmycode's solution](#)

**69.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Suckmycode's solution](#)

**70.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Suckmycode's solution](#)

**71.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Suckmycode's solution](#)

**72.**

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[Suckmycode's solution](#)

**73.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Suckmycode's solution](#)

**74.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,026 global accepts · Rating: 1000 · first AC: 2023-02-02 · last AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

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**75.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Suckmycode's solution](#)

**76.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Suckmycode's solution](#)

**77.**

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Suckmycode's solution](#)

**78.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Suckmycode's solution](#)

**79.**

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[Suckmycode's solution](#)

**80.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Suckmycode's solution](#)

**81.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Suckmycode's solution](#)

**82.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[Suckmycode's solution](#)

**83.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Suckmycode's solution](#)

**84.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Suckmycode's solution](#)

**85.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Suckmycode's solution](#)

**86.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Suckmycode's solution](#)

**87.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Suckmycode's solution](#)

**88.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math

[Suckmycode's solution](#)

**89.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2023-06-23 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Suckmycode's solution](#)

**90.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Suckmycode's solution](#)

**91.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Suckmycode's solution](#)

**92.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**93.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Suckmycode's solution](#)

**94.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[Suckmycode's solution](#)

**95.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[Suckmycode's solution](#)

**96.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Suckmycode's solution](#)

**97.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Suckmycode's solution](#)

**98.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Suckmycode's solution](#)

**99.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Suckmycode's solution](#)

**100.**

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[Suckmycode's solution](#)

**101.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,295 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[Suckmycode's solution](#)

**102.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Suckmycode's solution](#)

**103.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Suckmycode's solution](#)

**104.**

1586B

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

Rating: 1200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Suckmycode's solution](#)

**105.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Suckmycode's solution](#)

**106.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Suckmycode's solution](#)

**107.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Suckmycode's solution](#)

**108.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Suckmycode's solution](#)

**109.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Suckmycode's solution](#)

**110.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Suckmycode's solution](#)

**111.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[Suckmycode's solution](#)

**112.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Suckmycode's solution](#)

**113.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Suckmycode's solution](#)

**114.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Suckmycode's solution](#)

**115.**

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Suckmycode's solution](#)

**116.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,113 global accepts · Rating: 1300 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Suckmycode's solution](#)

**117.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Suckmycode's solution](#)

**118.**

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[Suckmycode's solution](#)

**119.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Suckmycode's solution](#)

**120.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Suckmycode's solution](#)

**121.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Suckmycode's solution](#)

**122.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Suckmycode's solution](#)

**123.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Suckmycode's solution](#)

**124.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Suckmycode's solution](#)

**125.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Suckmycode's solution](#)

**126.**

1407B

[Big Vova](#) · [Tutorial](#)

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

[Suckmycode's solution](#)

**127.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2024-03-24 · last AC: 2025-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Suckmycode's solution](#)

**128.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Suckmycode's solution](#)

**129.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Suckmycode's solution](#)

**130.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Suckmycode's solution](#)

**131.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Suckmycode's solution](#)

**132.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Suckmycode's solution](#)

**133.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Suckmycode's solution](#)

**134.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Suckmycode's solution](#)

**135.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Suckmycode's solution](#)

**136.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-07-23 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Suckmycode's solution](#)

**137.**

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Suckmycode's solution](#)

**138.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Suckmycode's solution](#)

**139.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Suckmycode's solution](#)

**140.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[Suckmycode's solution](#)

**141.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Suckmycode's solution](#)

**142.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Suckmycode's solution](#)

**143.**

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2023-07-08 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Suckmycode's solution](#)

**144.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Suckmycode's solution](#)

**145.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Suckmycode's solution](#)

**146.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[Suckmycode's solution](#)

**147.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Suckmycode's solution](#)

**148.**

1417C

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

Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Suckmycode's solution](#)

**149.**

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Suckmycode's solution](#)

**150.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[Suckmycode's solution](#)

**151.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,171 global accepts · Rating: 1600 · first AC: 2023-07-24 · last AC: 2025-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[Suckmycode's solution](#)

**152.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Suckmycode's solution](#)

**153.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Suckmycode's solution](#)

**154.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Suckmycode's solution](#)

**155.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2023-07-30 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Suckmycode's solution](#)

**156.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Suckmycode's solution](#)

**157.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Suckmycode's solution](#)

**158.**

1529C

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

Rating: 1600 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Suckmycode's solution](#)

**159.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Suckmycode's solution](#)

**160.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Suckmycode's solution](#)

**161.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Suckmycode's solution](#)

**162.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[Suckmycode's solution](#)

**163.**

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Suckmycode's solution](#)

**164.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Suckmycode's solution](#)

**165.**

1397C

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

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Suckmycode's solution](#)

**166.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2023-07-24 · last AC: 2025-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Suckmycode's solution](#)

**167.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-10-28 · last AC: 2025-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Suckmycode's solution](#)

**168.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2025-05-09 · last AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Suckmycode's solution](#)

**169.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2024-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Suckmycode's solution](#)

**170.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[Suckmycode's solution](#)

**171.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Suckmycode's solution](#)

**172.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Suckmycode's solution](#)

**173.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[Suckmycode's solution](#)

**174.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2023-07-17 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Suckmycode's solution](#)

**175.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2023-07-09 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Suckmycode's solution](#)

**176.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Suckmycode's solution](#)

**177.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Suckmycode's solution](#)

**178.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Suckmycode's solution](#)

**179.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Suckmycode's solution](#)

**180.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Suckmycode's solution](#)

**181.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[Suckmycode's solution](#)

**182.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Suckmycode's solution](#)

**183.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2023-07-29 · last AC: 2025-08-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Suckmycode's solution](#)

**184.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-07-25 · last AC: 2025-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Suckmycode's solution](#)

**185.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Suckmycode's solution](#)

**186.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Suckmycode's solution](#)

**187.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Suckmycode's solution](#)

**188.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-07-26 · last AC: 2025-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Suckmycode's solution](#)

**189.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Suckmycode's solution](#)

**190.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Suckmycode's solution](#)

**191.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[Suckmycode's solution](#)

**192.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Suckmycode's solution](#)

**193.**

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy

[Suckmycode's solution](#)

**194.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[Suckmycode's solution](#)

**195.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2023-07-24 · last AC: 2025-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Suckmycode's solution](#)

**196.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-12-27 · last AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Suckmycode's solution](#)

**197.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-07-30 · last AC: 2025-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Suckmycode's solution](#)

**198.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Suckmycode's solution](#)

**199.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Suckmycode's solution](#)

**200.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Suckmycode's solution](#)

**201.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Suckmycode's solution](#)

**202.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Suckmycode's solution](#)

**203.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Suckmycode's solution](#)

**204.**

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Suckmycode's solution](#)

**205.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Suckmycode's solution](#)

**206.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Suckmycode's solution](#)

**207.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Suckmycode's solution](#)

**208.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[Suckmycode's solution](#)

**209.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Suckmycode's solution](#)

**210.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Suckmycode's solution](#)

**211.**

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Suckmycode's solution](#)

**212.**

1418D

[Trash Problem](#) · [Tutorial](#)

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

[Suckmycode's solution](#)

**213.**

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2023-07-14 · last AC: 2025-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Suckmycode's solution](#)

**214.**

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2023-07-28 · last AC: 2025-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Suckmycode's solution](#)

**215.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Suckmycode's solution](#)

**216.**

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Suckmycode's solution](#)

**217.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Suckmycode's solution](#)

**218.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Suckmycode's solution](#)

**219.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Suckmycode's solution](#)

**220.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Suckmycode's solution](#)

**221.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[Suckmycode's solution](#)

**222.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Suckmycode's solution](#)

**223.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Suckmycode's solution](#)

**224.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Suckmycode's solution](#)

**225.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Suckmycode's solution](#)

**226.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2026-02-08 · last AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Suckmycode's solution](#)

**227.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2023-07-29 · last AC: 2025-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Suckmycode's solution](#)

**228.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-07-21 · last AC: 2025-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Suckmycode's solution](#)

**229.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-07-09 · last AC: 2024-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Suckmycode's solution](#)

**230.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Suckmycode's solution](#)

**231.**

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Suckmycode's solution](#)

**232.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-07-31 · last AC: 2025-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Suckmycode's solution](#)

**233.**

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees

[Suckmycode's solution](#)

**234.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**235.**

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**236.**

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**237.**

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**238.**

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**239.**

102832D

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

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**240.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**241.**

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**242.**

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**243.**

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**244.**

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**245.**

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**246.**

102028E

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

Rating: — · first AC: 2021-11-16 · Java 8 (first AC) · Tags: —

[Suckmycode's solution](#)

**247.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**248.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**249.**

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**250.**

101955J

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

Rating: — · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**251.**

101981G

[Pyramid](#) · [Tutorial](#)

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

[Suckmycode's solution](#)

**252.**

101981I

[Magic Potion](#) · [Tutorial](#)

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

[Suckmycode's solution](#)

**253.**

101981J

[Prime Game](#) · [Tutorial](#)

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

[Suckmycode's solution](#)

**254.**

101981A

[Adrien and Austin](#) · [Tutorial](#)

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

[Suckmycode's solution](#)

**255.**

103202K

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

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**256.**

103202F

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

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**257.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**258.**

103373C

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

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**259.**

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**260.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**261.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**262.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suckmycode's solution](#)

**263.**

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**264.**

103049C

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

Rating: — · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**265.**

103185N

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

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**266.**

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**267.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**268.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**269.**

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-20 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**270.**

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**271.**

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**272.**

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**273.**

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · last AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**274.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**275.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**276.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**277.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)

**278.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suckmycode's solution](#)