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Unique solved — Suika predator

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

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

Filters: none

Count: 1,635

1.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Suika predator's solution](#)

2.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Suika predator's solution](#)

3.

104636H

[Hotelier](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —

[Suika predator's solution](#)

4.

104636G

[Pangram](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —

[Suika predator's solution](#)

5.

104636E

[YES or YES?](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —

[Suika predator's solution](#)

6.

104636C

[The Rank](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —

[Suika predator's solution](#)

7.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Suika predator's solution](#)

8.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Suika predator's solution](#)

9.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Suika predator's solution](#)

10.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Suika_predator's solution](#)

11.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

12.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Suika_predator's solution](#)

13.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[Suika_predator's solution](#)

14.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Suika_predator's solution](#)

15.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Suika_predator's solution](#)

16.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Suika_predator's solution](#)

17.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Suika_predator's solution](#)

18.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Suika_predator's solution](#)

19.

1569A

[Balanced Substring](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Suika_predator's solution](#)

20.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Suika_predator's solution](#)

21.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,176 global accepts · Rating: 800 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Suika_predator's solution](#)

22.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Suika_predator's solution](#)

23.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Suika_predator's solution](#)

24.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Suika_predator's solution](#)

25.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Suika_predator's solution](#)

26.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Suika_predator's solution](#)

27.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Suika_predator's solution](#)

28.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,239 global accepts · Rating: 800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

29.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

30.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

31.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Suika_predator's solution](#)

32.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Suika_predator's solution](#)

33.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, math
[Suika_predator's solution](#)

34.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: math
[Suika_predator's solution](#)

35.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: games, math
[Suika_predator's solution](#)

36.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: implementation
[Suika_predator's solution](#)

37.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: implementation
[Suika_predator's solution](#)

38.

104636F

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —
[Suika_predator's solution](#)

39.

104636A

[Oath of the Night's Watch](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —
[Suika_predator's solution](#)

40.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Suika_predator's solution](#)

41.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Suika_predator's solution](#)

42.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 900 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Suika_predator's solution](#)

43.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Suika_predator's solution](#)

44.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Suika_predator's solution](#)

45.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[Suika_predator's solution](#)

46.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,574 global accepts · Rating: 900 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Suika_predator's solution](#)

47.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: games

[Suika_predator's solution](#)

48.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Suika_predator's solution](#)

49.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Suika_predator's solution](#)

50.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

51.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 900 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: implementation, strings

[Suika_predator's solution](#)

52.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math

[Suika_predator's solution](#)

53.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: math

[Suika_predator's solution](#)

54.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

55.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Suika_predator's solution](#)

56.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,047 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

57.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: implementation

[Suika_predator's solution](#)

58.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: implementation

[Suika_predator's solution](#)

59.

104636D

[Watering System](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —

[Suika_predator's solution](#)

60.

104636B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-24 · PyPy 3-64 (first AC) · Tags: —

[Suika_predator's solution](#)

61.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Suika_predator's solution](#)

62.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Suika_predator's solution](#)

63.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Suika_predator's solution](#)

64.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Suika_predator's solution](#)

65.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,262 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Suika_predator's solution](#)

66.

1084A

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

Quality: 8,229 global accepts · Rating: 1000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Suika_predator's solution](#)

67.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: math
[Suika_predator's solution](#)

68.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[Suika_predator's solution](#)

69.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[Suika_predator's solution](#)

70.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Suika_predator's solution](#)

71.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[Suika_predator's solution](#)

72.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[Suika_predator's solution](#)

73.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Suika_predator's solution](#)

74.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,075 global accepts · Rating: 1000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Suika_predator's solution](#)

75.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation, math
[Suika_predator's solution](#)

76.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[Suika_predator's solution](#)

77.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Suika_predator's solution](#)

78.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[Suika_predator's solution](#)

79.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Suika_predator's solution](#)

80.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Suika_predator's solution](#)

81.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[Suika_predator's solution](#)

82.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · last AC: 2017-10-29 · GNU C++11 (first AC) · Tags: greedy, math

[Suika_predator's solution](#)

83.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math

[Suika_predator's solution](#)

84.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

85.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: math, number theory

[Suika_predator's solution](#)

86.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: geometry

[Suika_predator's solution](#)

87.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: games, math

[Suika_predator's solution](#)

88.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: greedy

[Suika_predator's solution](#)

89.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: data structures, implementation

[Suika_predator's solution](#)

90.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,391 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation

[Suika_predator's solution](#)

91.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Suika_predator's solution](#)

92.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Suika_predator's solution](#)

93.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Suika_predator's solution](#)

94.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Suika_predator's solution](#)

95.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Suika_predator's solution](#)

96.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Suika_predator's solution](#)

97.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Suika_predator's solution](#)

98.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Suika_predator's solution](#)

99.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Suika_predator's solution](#)

100.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Suika_predator's solution](#)

101.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Suika_predator's solution](#)

102.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,041 global accepts · Rating: 1200 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Suika_predator's solution](#)

103.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[Suika_predator's solution](#)

104.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Suika_predator's solution](#)

105.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[Suika_predator's solution](#)

106.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

107.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

108.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[Suika_predator's solution](#)

109.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

110.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: brute force, two pointers

[Suika_predator's solution](#)

111.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Suika_predator's solution](#)

112.

1879C

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

Quality: 27,106 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[Suika_predator's solution](#)

113.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Suika_predator's solution](#)

114.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Suika_predator's solution](#)

115.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

116.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Suika_predator's solution](#)

117.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Suika_predator's solution](#)

118.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Suika_predator's solution](#)

119.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Suika_predator's solution](#)

120.

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

121.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

122.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[Suika_predator's solution](#)

123.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[Suika_predator's solution](#)

124.

889A

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

Rating: 1300 · first AC: 2017-12-09 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[Suika_predator's solution](#)

125.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · last AC: 2017-10-29 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

126.

872C

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[Suika_predator's solution](#)

127.

841C

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

Rating: 1300 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: greedy

[Suika_predator's solution](#)

128.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: brute force, math

[Suika_predator's solution](#)

129.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: greedy, two pointers

[Suika_predator's solution](#)

130.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Suika_predator's solution](#)

131.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Suika_predator's solution](#)

132.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Suika_predator's solution](#)

133.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Suika_predator's solution](#)

134.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Suika_predator's solution](#)

135.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Suika_predator's solution](#)

136.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Suika_predator's solution](#)

137.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Suika_predator's solution](#)

138.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[Suika_predator's solution](#)

139.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Suika_predator's solution](#)

140.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Suika_predator's solution](#)

141.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Suika_predator's solution](#)

142.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Suika_predator's solution](#)

143.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy

[Suika_predator's solution](#)

144.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[Suika_predator's solution](#)

145.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

146.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Suika_predator's solution](#)

147.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Suika_predator's solution](#)

148.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Suika_predator's solution](#)

149.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Suika_predator's solution](#)

150.

254B

[Jury Size](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

151.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Suika_predator's solution](#)

152.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[Suika_predator's solution](#)

153.

1084C

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

Quality: 11,658 global accepts · Rating: 1500 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[Suika_predator's solution](#)

154.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation
[Suika_predator's solution](#)

155.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[Suika_predator's solution](#)

156.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[Suika_predator's solution](#)

157.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Suika_predator's solution](#)

158.

1368B

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

Quality: 21,425 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Suika_predator's solution](#)

159.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[Suika_predator's solution](#)

160.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[Suika_predator's solution](#)

161.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Suika_predator's solution](#)

162.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

163.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[Suika_predator's solution](#)

164.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · last AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

165.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Suika_predator's solution](#)

166.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Suika_predator's solution](#)

167.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[Suika_predator's solution](#)

168.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Suika_predator's solution](#)

169.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Suika_predator's solution](#)

170.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · last AC: 2017-10-29 · GNU C++11 (first AC) · Tags: implementation, strings

[Suika_predator's solution](#)

171.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers

[Suika_predator's solution](#)

172.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Suika_predator's solution](#)

173.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Suika_predator's solution](#)

174.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Suika_predator's solution](#)

175.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Suika_predator's solution](#)

176.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

177.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: greedy

[Suika_predator's solution](#)

178.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,091 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Suika_predator's solution](#)

179.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Suika_predator's solution](#)

180.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Suika_predator's solution](#)

181.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Suika_predator's solution](#)

182.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Suika_predator's solution](#)

183.

1603B

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

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

[Suika_predator's solution](#)

184.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[Suika_predator's solution](#)

185.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Suika_predator's solution](#)

186.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Suika_predator's solution](#)

187.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Suika_predator's solution](#)

188.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[Suika_predator's solution](#)

189.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Suika_predator's solution](#)

190.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Suika_predator's solution](#)

191.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Suika_predator's solution](#)

192.

956B

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

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

[Suika_predator's solution](#)

193.

947B

[Producing Snow](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

194.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[Suika_predator's solution](#)

195.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[Suika_predator's solution](#)

196.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[Suika_predator's solution](#)

197.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Suika_predator's solution](#)

198.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · last AC: 2017-12-29 · GNU C++11 (first AC) · Tags: implementation, strings

[Suika_predator's solution](#)

199.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[Suika_predator's solution](#)

200.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Suika_predator's solution](#)

201.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Suika_predator's solution](#)

202.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[Suika_predator's solution](#)

203.

861D

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · last AC: 2017-09-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, strings

[Suika_predator's solution](#)

204.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[Suika_predator's solution](#)

205.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[Suika_predator's solution](#)

206.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: dp, implementation

[Suika_predator's solution](#)

207.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-25 · Python 3 (first AC) · Tags: implementation, strings

[Suika_predator's solution](#)

208.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Suika_predator's solution](#)

209.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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210.

1765D

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211.

1879D

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Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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212.

1770C

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Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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213.

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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214.

1684D

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Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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215.

1677B

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Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

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216.

1578H

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Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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217.

1497E1

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Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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218.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

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219.

1368D

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Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

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1361A

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221.

1340B

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222.

1336B

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1329B

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1314A

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1313B

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226.

1267E

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Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: greedy

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227.

834C

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990D

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Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

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983A

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230.

966B

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231.

956C

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

[Suika_predator's solution](#)

232.

947A

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[Suika_predator's solution](#)

233.

949B

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234.

936A

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235.

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236.

918D

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Rating: 1700 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

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237.

815A

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Quality: 5,888 global accepts · Rating: 1700 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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238.

910C

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Quality: 2,161 global accepts · Rating: 1700 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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239.

896A

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850A

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1870D

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1725H

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1725M

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246.

1084D

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247.

1666L

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248.

1666C

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252.

1505E

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253.

1367D

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Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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254.

1329A

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

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255.

1267J

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986B

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258.

983B

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260.

800B

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261.

947C

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Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees

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263.

918C

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264.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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265.

899D

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Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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266.

883K

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267.

883H

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268.

869C

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269.

778B

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853B

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271.

1912A

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1912D

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1773K

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274.

1773A

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275.

1882D

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Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

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276.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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277.

1747D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

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278.

1701D

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279.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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280.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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281.

1569D

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282.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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283.

1375D

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284.

1367E

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Quality: 5,841 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

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285.

1361B

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

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286.

1313C2

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Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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287.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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288.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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289.

930C

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290.

883G

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Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · last AC: 2017-10-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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291.

883I

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Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · last AC: 2017-10-29 · GNU C++11 (first AC) · Tags: binary search, dp

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292.

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

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293.

781B

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Rating: 1900 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

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294.

839B

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Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

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295.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-07-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

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296.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Suika_predator's solution](#)

297.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

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298.

1753C

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Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

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299.

1725C

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Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Suika_predator's solution](#)

300.

1084E

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

Rating: 2000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Suika_predator's solution](#)

301.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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302.

103433I

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Rating: 2000 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

303.

103433L

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

Rating: 2000 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

304.

1632D

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Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Suika_predator's solution](#)

305.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Suika_predator's solution](#)

306.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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307.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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308.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-04 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Suika_predator's solution](#)

309.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2018-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[Suika_predator's solution](#)

310.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[Suika_predator's solution](#)

311.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[Suika_predator's solution](#)

312.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[Suika_predator's solution](#)

313.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-09 · GNU C++11 (first AC) · Tags: dsu, graphs, strings

[Suika_predator's solution](#)

314.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Suika_predator's solution](#)

315.

872D

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive

[Suika_predator's solution](#)

316.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: dp, sortings

[Suika_predator's solution](#)

317.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-21 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[Suika_predator's solution](#)

318.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[Suika_predator's solution](#)

319.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++ (first AC) · Tags: binary search, data structures

[Suika_predator's solution](#)

320.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Suika_predator's solution](#)

321.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Suika_predator's solution](#)

322.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings

[Suika_predator's solution](#)

323.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[Suika_predator's solution](#)

324.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Suika_predator's solution](#)

325.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Suika_predator's solution](#)

326.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Suika_predator's solution](#)

327.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Suika_predator's solution](#)

328.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Suika_predator's solution](#)

329.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Suika_predator's solution](#)

330.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Suika_predator's solution](#)

331.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[Suika_predator's solution](#)

332.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: combinatorics, math

[Suika_predator's solution](#)

333.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: brute force, greedy

[Suika_predator's solution](#)

334.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Suika_predator's solution](#)

335.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[Suika_predator's solution](#)

336.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2018-03-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Suika_predator's solution](#)

337.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[Suika_predator's solution](#)

338.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Suika_predator's solution](#)

339.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[Suika_predator's solution](#)

340.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-11-10 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[Suika_predator's solution](#)

341.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Suika_predator's solution](#)

342.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[Suika_predator's solution](#)

343.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: implementation, number theory

[Suika_predator's solution](#)

344.

841D

[Leha and another game about graph](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[Suika_predator's solution](#)

345.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Suika_predator's solution](#)

346.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Suika_predator's solution](#)

347.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Suika_predator's solution](#)

348.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Suika_predator's solution](#)

349.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[Suika_predator's solution](#)

350.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Suika_predator's solution](#)

351.

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Suika_predator's solution](#)

352.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Suika_predator's solution](#)

353.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Suika_predator's solution](#)

354.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Suika_predator's solution](#)

355.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Suika_predator's solution](#)

356.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Suika_predator's solution](#)

357.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Suika_predator's solution](#)

358.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[Suika_predator's solution](#)

359.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Suika_predator's solution](#)

360.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Suika_predator's solution](#)

361.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Suika_predator's solution](#)

362.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Suika_predator's solution](#)

363.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Suika_predator's solution](#)

364.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2018-04-06 · GNU C++11 (first AC) · Tags: data structures

[Suika_predator's solution](#)

365.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-01-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[Suika_predator's solution](#)

366.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Suika_predator's solution](#)

367.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Suika_predator's solution](#)

368.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Suika_predator's solution](#)

369.

861E

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-28 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

370.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[Suika_predator's solution](#)

371.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Suika_predator's solution](#)

372.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-13 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Suika_predator's solution](#)

373.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Suika_predator's solution](#)

374.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Suika_predator's solution](#)

375.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

376.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Suika_predator's solution](#)

377.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Suika_predator's solution](#)

378.

103433E

[Horseback Riding](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

379.

1603C

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

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

[Suika_predator's solution](#)

380.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Suika_predator's solution](#)

381.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Suika_predator's solution](#)

382.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Suika_predator's solution](#)

383.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Suika_predator's solution](#)

384.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Suika_predator's solution](#)

385.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2018-03-28 · last AC: 2018-06-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Suika_predator's solution](#)

386.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: flows

[Suika_predator's solution](#)

387.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: games

[Suika_predator's solution](#)

388.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: data structures, math

[Suika_predator's solution](#)

389.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: data structures, math

[Suika_predator's solution](#)

390.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Suika_predator's solution](#)

391.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Suika_predator's solution](#)

392.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[Suika_predator's solution](#)

393.

861F

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: dfs and similar

[Suika_predator's solution](#)

394.

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, implementation

[Suika_predator's solution](#)

395.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: graphs

[Suika_predator's solution](#)

396.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Suika_predator's solution](#)

397.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Suika_predator's solution](#)

398.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Suika_predator's solution](#)

399.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Suika_predator's solution](#)

400.

1882E1

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

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Suika_predator's solution](#)

401.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Suika_predator's solution](#)

402.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Suika_predator's solution](#)

403.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Suika_predator's solution](#)

404.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Suika_predator's solution](#)

405.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Suika_predator's solution](#)

406.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

407.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Suika_predator's solution](#)

408.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory

[Suika_predator's solution](#)

409.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Suika_predator's solution](#)

410.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[Suika_predator's solution](#)

411.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Suika_predator's solution](#)

412.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Suika_predator's solution](#)

413.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Suika_predator's solution](#)

414.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Suika_predator's solution](#)

415.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Suika_predator's solution](#)

416.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Suika_predator's solution](#)

417.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Suika_predator's solution](#)

418.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Suika_predator's solution](#)

419.

1329C

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

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

[Suika_predator's solution](#)

420.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

421.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2019-10-06 · last AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Suika_predator's solution](#)

422.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: strings

[Suika_predator's solution](#)

423.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Suika_predator's solution](#)

424.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Suika_predator's solution](#)

425.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · last AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Suika_predator's solution](#)

426.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Suika_predator's solution](#)

427.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2018-01-15 · last AC: 2018-01-15 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Suika_predator's solution](#)

428.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-01-04 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[Suika_predator's solution](#)

429.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: data structures, hashing

[Suika_predator's solution](#)

430.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Suika_predator's solution](#)

431.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Suika_predator's solution](#)

432.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Suika_predator's solution](#)

433.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Suika_predator's solution](#)

434.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Suika_predator's solution](#)

435.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Suika_predator's solution](#)

436.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Suika_predator's solution](#)

437.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Suika_predator's solution](#)

438.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Suika_predator's solution](#)

439.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Suika_predator's solution](#)

440.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Suika_predator's solution](#)

441.

103433G

[Combostone](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

442.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Suika_predator's solution](#)

443.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Suika_predator's solution](#)

444.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Suika_predator's solution](#)

445.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Suika_predator's solution](#)

446.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Suika_predator's solution](#)

447.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Suika_predator's solution](#)

448.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Suika_predator's solution](#)

449.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Suika_predator's solution](#)

450.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Suika_predator's solution](#)

451.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Suika_predator's solution](#)

452.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Suika_predator's solution](#)

453.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Suika_predator's solution](#)

454.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Suika_predator's solution](#)

455.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Suika_predator's solution](#)

456.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Suika_predator's solution](#)

457.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Suika_predator's solution](#)

458.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

459.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[Suika_predator's solution](#)

460.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Suika_predator's solution](#)

461.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Suika_predator's solution](#)

462.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-11-10 · GNU C++ (first AC) · Tags: dp

[Suika_predator's solution](#)

463.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[Suika_predator's solution](#)

464.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Suika_predator's solution](#)

465.

841E

[On the Bench](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: —

[Suika_predator's solution](#)

466.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Suika_predator's solution](#)

467.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Suika_predator's solution](#)

468.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Suika_predator's solution](#)

469.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Suika_predator's solution](#)

470.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Suika_predator's solution](#)

471.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Suika_predator's solution](#)

472.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Suika_predator's solution](#)

473.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Suika_predator's solution](#)

474.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Suika_predator's solution](#)

475.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Suika_predator's solution](#)

476.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Suika_predator's solution](#)

477.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Suika_predator's solution](#)

478.

103433J

[Two Prefixes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

479.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

480.

1575E

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

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Suika_predator's solution](#)

481.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing,

implementation, meet-in-the-middle

[Suika_predator's solution](#)

482.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Suika_predator's solution](#)

483.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Suika_predator's solution](#)

484.

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Suika_predator's solution](#)

485.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Suika_predator's solution](#)

486.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Suika_predator's solution](#)

487.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Suika_predator's solution](#)

488.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Suika_predator's solution](#)

489.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Suika_predator's solution](#)

490.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Suika_predator's solution](#)

491.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[Suika_predator's solution](#)

492.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Suika_predator's solution](#)

493.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: graphs

[Suika_predator's solution](#)

494.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Suika_predator's solution](#)

495.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-02-28 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[Suika_predator's solution](#)

496.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Suika_predator's solution](#)

497.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Suika_predator's solution](#)

498.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[Suika_predator's solution](#)

499.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Suika_predator's solution](#)

500.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Suika_predator's solution](#)

501.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Suika_predator's solution](#)

502.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Suika_predator's solution](#)

503.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Suika_predator's solution](#)

504.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Suika_predator's solution](#)

505.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Suika_predator's solution](#)

506.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Suika_predator's solution](#)

507.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Suika_predator's solution](#)

508.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Suika_predator's solution](#)

509.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[Suika_predator's solution](#)

510.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Suika_predator's solution](#)

511.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Suika_predator's solution](#)

512.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Suika_predator's solution](#)

513.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Suika_predator's solution](#)

514.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Suika_predator's solution](#)

515.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Suika_predator's solution](#)

516.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Suika_predator's solution](#)

517.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Suika_predator's solution](#)

518.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Suika_predator's solution](#)

519.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Suika_predator's solution](#)

520.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics

[Suika_predator's solution](#)

521.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[Suika_predator's solution](#)

522.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Suika_predator's solution](#)

523.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[Suika_predator's solution](#)

524.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[Suika_predator's solution](#)

525.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Suika_predator's solution](#)

526.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Suika_predator's solution](#)

527.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Suika_predator's solution](#)

528.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[Suika_predator's solution](#)

529.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Suika_predator's solution](#)

530.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Suika_predator's solution](#)

531.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[Suika_predator's solution](#)

532.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Suika_predator's solution](#)

533.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Suika_predator's solution](#)

534.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[Suika_predator's solution](#)

535.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math

[Suika_predator's solution](#)

536.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Suika_predator's solution](#)

537.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2018-05-18 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Suika_predator's solution](#)

538.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[Suika_predator's solution](#)

539.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Suika_predator's solution](#)

540.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Suika_predator's solution](#)

541.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math

[Suika_predator's solution](#)

542.

1084F

[Max Mex](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Suika_predator's solution](#)

543.

103433H

[Linearization](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

544.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Suika_predator's solution](#)

545.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Suika_predator's solution](#)

546.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[Suika_predator's solution](#)

547.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry

[Suika_predator's solution](#)

548.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Suika_predator's solution](#)

549.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Suika_predator's solution](#)

550.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Suika_predator's solution](#)

551.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[Suika_predator's solution](#)

552.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Suika_predator's solution](#)

553.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Suika_predator's solution](#)

554.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Suika_predator's solution](#)

555.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Suika_predator's solution](#)

556.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Suika_predator's solution](#)

557.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Suika_predator's solution](#)

558.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Suika_predator's solution](#)

559.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Suika_predator's solution](#)

560.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Suika_predator's solution](#)

561.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Suika_predator's solution](#)

562.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Suika_predator's solution](#)

563.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Suika_predator's solution](#)

564.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Suika_predator's solution](#)

565.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Suika_predator's solution](#)

566.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Suika_predator's solution](#)

567.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Suika_predator's solution](#)

568.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Suika_predator's solution](#)

569.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Suika_predator's solution](#)

570.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Suika_predator's solution](#)

571.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Suika_predator's solution](#)

572.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy

[Suika_predator's solution](#)

573.

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[Suika_predator's solution](#)

574.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games
[Suika_predator's solution](#)

575.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers
[Suika_predator's solution](#)

576.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings
[Suika_predator's solution](#)

577.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[Suika_predator's solution](#)

578.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2017-12-08 · last AC: 2017-12-08 · GNU C++11 (first AC) · Tags: data structures, dsu
[Suika_predator's solution](#)

579.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[Suika_predator's solution](#)

580.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[Suika_predator's solution](#)

581.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees
[Suika_predator's solution](#)

582.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[Suika_predator's solution](#)

583.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Suika_predator's solution](#)

584.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Suika_predator's solution](#)

585.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Suika_predator's solution](#)

586.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Suika_predator's solution](#)

587.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Suika_predator's solution](#)

588.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

589.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

590.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

591.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

592.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

593.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

594.

105112H

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

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

595.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

596.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

597.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

598.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

599.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

600.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

601.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

602.

104396K

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

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

603.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

604.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

605.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

606.

104396J

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

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

607.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Suika_predator's solution](#)

608.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · PHP (first AC) · Tags: *special, implementation

[Suika_predator's solution](#)

609.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, schedules

[Suika_predator's solution](#)

610.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[Suika_predator's solution](#)

611.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[Suika_predator's solution](#)

612.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, strings

[Suika_predator's solution](#)

613.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

614.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

615.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

616.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

617.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

618.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

619.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

620.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

621.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

622.

104777D

[Infinite Card Game](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

623.

104777F

[Conflict of Interest](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

624.

104777H

[Fancy Arrays](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

625.

104777C

[Broken Robot](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

626.

104777E

[Pins and Jumpers](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

627.

104777K

[Financial Discipline](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

628.

104777J

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

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

[Suika_predator's solution](#)

629.

104777N

[XOR Construction](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

630.

104777L

[Computer Games](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

631.

104777G

[Torn Lucky Ticket](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

632.

104777I

[Points and Minimum Distance](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

633.

104777M

[Treasure Chest](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

634.

104777A

[Security](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

635.

104288K

[Take On Meme](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

636.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

637.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

638.

104288J

[Splitstream](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

639.

104288F

[Islands from the Sky](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

640.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

641.

104288L

[Where Am I?](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

642.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

643.

104288C

[Fair Division](#) · [Tutorial](#)

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

[Suika_predator's solution](#)

644.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

645.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

646.

102511B

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

647.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

648.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

649.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

650.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

651.

104761H

[B 00\\$#Cä<CT@CÔ>CR :Cä4C,,@Cä2C =C,,5](#)

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

[Suika_predator's solution](#)

652.

104761G

[AÖ00'8C, AC'>CÔ0](#)

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

[Suika_predator's solution](#)

653.

104761F

[B 7D00\\$5CD;C,,2D'9 D 0Ct@CT7](#)

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

[Suika_predator's solution](#)

654.

104761I

[A,,3D0iC CÔ0 CD5D 5C\\$5](#)

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

[Suika_predator's solution](#)

655.

104761E

[Bä8DD@Cä2C,,7C FC,,O](#)

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

[Suika_predator's solution](#)

656.

104761D

[A,,3D0iD 1D4<C 3Cä9](#)

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

[Suika_predator's solution](#)

657.

104761C

[AD5C'8CÄ>D BDÂ =C # #0](#)

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

[Suika_predator's solution](#)

658.

104761B

[A10CÔ0C\\$5D :C](#)

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

[Suika_predator's solution](#)

659.

104761A

[A,,@Dä0Dd8Cä=C ;DÄ=CäAD\\$L](#)

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

[Suika_predator's solution](#)

660.

104614E

[Hilbert's Hedge Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

661.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

662.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

663.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

664.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

665.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

666.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

667.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

668.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

669.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

670.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

671.

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

672.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

673.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

674.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

675.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

676.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

677.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

678.

104337H

[Binary Crazyiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

679.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

680.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

681.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Suika_predator's solution](#)

682.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[Suika_predator's solution](#)

683.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Suika_predator's solution](#)

684.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[Suika_predator's solution](#)

685.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[Suika_predator's solution](#)

686.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[Suika_predator's solution](#)

687.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[Suika_predator's solution](#)

688.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

689.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

690.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

691.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

692.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

693.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

694.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

695.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

696.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

697.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

698.

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

699.

104012G

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

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

700.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

701.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

702.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

703.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Suika_predator's solution](#)

704.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

705.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

706.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

707.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

708.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

709.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

710.

103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

711.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

712.

103957I

[Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

713.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

714.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

715.

103957L

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

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

716.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

717.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

718.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

719.

103964J

[Walk Around The Campsite](#) · [Tutorial](#)

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720.

103964I

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721.

103964K

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722.

103964F

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723.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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724.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

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725.

103964H

[Sudoku](#) · [Tutorial](#)

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726.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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727.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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728.

103964L

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Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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729.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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730.

101490A

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Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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731.

101490F

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Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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732.

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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733.

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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734.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

735.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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736.

101490D

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Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

737.

101490J

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Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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738.

101490C

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739.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

740.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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741.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

742.

101591K

[Save the Fisher](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

743.

101591E

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

744.

101591D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

745.

101591B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

746.

101591I

[Berland All-Round Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

747.

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

748.

101591A

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

749.

101591L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

750.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

751.

101591G

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

752.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

753.

103102K

[Codenames](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

754.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

755.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

756.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

757.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

758.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

759.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

760.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

761.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

762.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

763.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

764.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

765.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

766.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

767.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

768.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

769.

101964K

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

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

770.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

771.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

772.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

773.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

774.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

775.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

776.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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777.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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778.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

779.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

780.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

781.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

782.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

783.

101237I

[Circle Clique](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

784.

101237K

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

785.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

786.

101237E

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

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

787.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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788.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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789.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

790.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

791.

103708G

[Going to the Regional](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

792.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

793.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

794.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

795.

103708F

[Frognald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

796.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

797.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

798.

103708D

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

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[Suika_predator's solution](#)

799.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

800.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

801.

103708I

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

Rating: — · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

802.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

803.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

804.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

805.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

806.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

807.

103688E

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

Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

808.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

809.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

810.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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811.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

812.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

813.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

814.

103729J

[Palindrome Reversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

815.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

816.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

817.

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

818.

103729C

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

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

819.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

820.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

821.

103729B

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

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

822.

103729A

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

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

823.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

824.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

825.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

826.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

827.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

828.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

829.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

830.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

831.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

832.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

833.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

834.

103202A

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

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

835.

103202C

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

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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836.

103202K

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Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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837.

103202H

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

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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838.

103202M

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

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

839.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

840.

103202F

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

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

841.

103202D

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

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

842.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

843.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Suika_predator's solution](#)

844.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[Suika_predator's solution](#)

845.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[Suika_predator's solution](#)

846.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Suika_predator's solution](#)

847.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Suika_predator's solution](#)

848.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Suika_predator's solution](#)

849.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Suika_predator's solution](#)

850.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Suika_predator's solution](#)

851.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Suika_predator's solution](#)

852.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Suika_predator's solution](#)

853.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Suika_predator's solution](#)

854.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Suika_predator's solution](#)

855.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Suika_predator's solution](#)

856.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Suika_predator's solution](#)

857.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

858.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

859.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

860.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

861.

103351C

[Simplux](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

862.

103351H

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

863.

103351F

[Nomadic Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

864.

103351E

[The Best Present](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

865.

103351D

[Set game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

866.

103351G

[Digit analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

867.

103351I

[Guess the expression](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

868.

103351B

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

869.

103351J

[Maximal perfectionism](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

870.

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

871.

102091B

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

872.

102091I

[Bowabowaukulipukuli](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

873.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

874.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

875.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

876.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

877.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

878.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

879.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

880.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

881.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

882.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

883.

103640C

[Cyclists versus Clouds](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

884.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

885.

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

886.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

887.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

888.

103640H

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

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

889.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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890.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

891.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

892.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

893.

103640K

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

Rating: — · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

894.

103604K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

895.

103604C

[TimeToFarm](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

896.

103604I

[River](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

897.

103604E

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

898.

103604L

[Uranium](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

899.

103604B

[Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

900.

103604J

[Shelters](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

901.

103604A

[CoinFlip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

902.

103604H

[Magic Powers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

903.

103604G

[Parenthesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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904.

103158D

[2wix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

905.

103158E

[AKA AKA learns number theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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906.

103158F

[Memeable String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

907.

103158C

[Topology vs Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

908.

103158G

[Game with Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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909.

103158B

[Zero equals Infinity!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

910.

103158I

[Binary string](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

911.

103158K

[Helping Eagle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

912.

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

913.

103158H

[Annoying posts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

914.

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

915.

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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916.

103451G

[Krosh and permutation and expected number](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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917.

103451C

[Krosh and paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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918.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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919.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

920.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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921.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

922.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

923.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

924.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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925.

103485L

[A tale of two cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

926.

103485M

[Constellation collection](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

927.

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

928.

103485E

[Protecting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

929.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

930.

103485O

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

931.

103485B

[Carlitos and the end of the world!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

932.

103485A

[Trying to Impress Cleopatra](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

933.

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

934.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

935.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

936.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

937.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

938.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

939.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

940.

102785I

[Noughts and crosses](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

941.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

942.

102785K

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Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

943.

102785E

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Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

944.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

945.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

946.

102785J

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947.

102785B

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948.

102785F

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949.

102785D

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950.

102785A

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951.

102780E

[Printed circuit board](#) · [Tutorial](#)

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952.

102780I

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953.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · PyPy 3 (first AC) · Tags: —

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954.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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955.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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956.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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957.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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958.

102780B

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Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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959.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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960.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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961.

103577I

[Impossible problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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962.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

963.

103577G

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

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

964.

103577J

[Just enough squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

965.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

966.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

967.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

968.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

969.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

970.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

971.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

972.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

973.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

974.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

975.

100492D

[Dual Cure](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

976.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

977.

100492J

[Jumbo World](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

978.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

979.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

980.

100492B

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

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

981.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

982.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

983.

103483H

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

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

984.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

985.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

986.

103483G

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

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

987.

103483J

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

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

988.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

989.

103483D

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

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

990.

103483F

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

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

991.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

992.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

993.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

994.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

995.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

996.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

997.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

998.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

999.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1000.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1001.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1002.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1003.

103478H

[f«SaNa-?bÉ·Y'-F](#)

Rating: — · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1004.

103478G

[Serval v„TepfipX](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1005.

103478I

[v@SaN N„PCPC -Æ<--](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1006.

103478F

[>TIOYsf«Sav„<bu](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1007.

103478D

[N Rtepl-Ä](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1008.

103478E

[g Twp„kí](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1009.

103478C

[Popcount Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1010.

103478B

[Serval v„TIOYThg ^h](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1011.

103478A

[v@SaN N Codeforces](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1012.

103466G

[Poker Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1013.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1014.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1015.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1016.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1017.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1018.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1019.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1020.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1021.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1022.

103447K

[Wonder Egg Priority](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1023.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1024.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1025.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1026.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1027.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1028.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1029.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1030.

103447B

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

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1031.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1032.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1033.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1034.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1035.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1036.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1037.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1038.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1039.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1040.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1041.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1042.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1043.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1044.

103438M

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1045.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1046.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1047.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1048.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1049.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1050.

103438G

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1051.

103438A

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1052.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1053.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1054.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1055.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1056.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1057.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1058.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1059.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1060.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1061.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1062.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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1063.

102801F

[Splendor](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1064.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1065.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1066.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1067.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1068.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1069.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1070.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1071.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1072.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1073.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1074.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1075.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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1076.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · last AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1077.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1078.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1079.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1080.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1081.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1082.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1083.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1084.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1085.

103414L

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

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1086.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1087.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1088.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1089.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1090.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1091.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1092.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1093.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1094.

103414J

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

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1095.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1096.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1097.

103373I

[ICPC Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1098.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1099.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1100.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · PyPy 3-64 (first AC) · Tags: —

[Suika_predator's solution](#)

1101.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1102.

103373C

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

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1103.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1104.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1105.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1106.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1107.

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1108.

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1109.

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1110.

100960G

[Youngling Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1111.

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1112.

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1113.

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1114.

101385I

[Lies, Damned Lies, and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1115.

101385A

[Number of Close Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1116.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1117.

101385E

[Alternate Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1118.

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1119.

103388L

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

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1120.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1121.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1122.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1123.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1124.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1125.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1126.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1127.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1128.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1129.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1130.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1131.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1132.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1133.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1134.

103371C

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

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1135.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1136.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1137.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1138.

103366D

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

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1139.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1140.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1141.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1142.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · PyPy 3-64 (first AC) · Tags: —

[Suika_predator's solution](#)

1143.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1144.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1145.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1146.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1147.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1148.

103328A

[Traffic Jam](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1149.

100518A

[Approximate Bounding Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1150.

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1151.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1152.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1153.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1154.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1155.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1156.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1157.

103328D

[String Repetition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1158.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1159.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1160.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1161.

103328I

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

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1162.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1163.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1164.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1165.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1166.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1167.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1168.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1169.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1170.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1171.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1172.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1173.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1174.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1175.

103118L

[Construction of 5G Base Stations](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1176.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1177.

103118B

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1178.

103118C

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Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1179.

103118H

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1180.

103118D

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Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1181.

103118G

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Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1182.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1183.

103274D

[Delivering Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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1184.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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1185.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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1186.

103274B

[Basel Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1187.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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1188.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1189.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1190.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1191.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1192.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1193.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1194.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1195.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1196.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1197.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1198.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1199.

103261I

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

Rating: — · first AC: 2021-09-04 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1200.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1201.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1202.

103145G

[Ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1203.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1204.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1205.

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1206.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1207.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1208.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1209.

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1210.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1211.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1212.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1213.

102966N

[Newest Jaime's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1214.

102966I

[Integers Rectangle Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1215.

102966M

[Magic Spells](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1216.

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1217.

102966J

[Just Turn the Wheels!](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1218.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1219.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1220.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1221.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1222.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1223.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1224.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1225.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1226.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1227.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1228.

103115A

[chino with string](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1229.

103115C

[chino with minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1230.

103115D

[cocktail with swap](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1231.

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1232.

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1233.

103115G

[cocktail with snake](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1234.

103115E

[is the order a rabbit ??](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1235.

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1236.

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1237.

103115J

[do NOT a=2b](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1238.

103115K

[chino with c language](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1239.

103107G

[Go? No](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1240.

103107L

[Labi-Ribi](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1241.

103107I

[ICU4C](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1242.

103107B

[Bo Bing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1243.

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1244.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1245.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1246.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1247.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1248.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1249.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1250.

102055C

[GCD Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1251.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1252.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1253.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1254.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1255.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1256.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1257.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1258.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1259.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1260.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1261.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1262.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1263.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1264.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1265.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1266.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1267.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1268.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1269.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1270.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1271.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1272.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1273.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1274.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1275.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1276.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1277.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1278.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1279.

103049C

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

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1280.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1281.

101615I

[Long Long Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1282.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · last AC: 2021-04-11 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1283.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1284.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1285.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1286.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1287.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1288.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1289.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1290.

101615K

[Spinning Up Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1291.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1292.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1293.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1294.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1295.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1296.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1297.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1298.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1299.

102471C

[Dirichlet \\$\\$\\$-th root](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1300.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1301.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1302.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1303.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1304.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1305.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1306.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1307.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1308.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1309.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1310.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1311.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1312.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1313.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1314.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1315.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1316.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1317.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1318.

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1319.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1320.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1321.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1322.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1323.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1324.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1325.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1326.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1327.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1328.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1329.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1330.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1331.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1332.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1333.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1334.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1335.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1336.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1337.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1338.

100520G

[Genome of English Literature](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1339.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1340.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1341.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1342.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1343.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1344.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · last AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1345.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1346.

102028D

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

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1347.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1348.

102028E

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

Rating: — · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1349.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1350.

102028A

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

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1351.

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1352.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1353.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1354.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1355.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1356.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1357.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1358.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1359.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1360.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1361.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1362.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1363.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1364.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1365.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1366.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1367.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1368.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1369.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1370.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1371.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1372.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1373.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1374.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1375.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1376.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1377.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1378.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1379.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1380.

102823C

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1381.

102832B

[The Tortoise and the Hare](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1382.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1383.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1384.

102832J

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

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1385.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1386.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1387.

102832D

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

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1388.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1389.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1390.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1391.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1392.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1393.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1394.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1395.

102192A

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

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1396.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1397.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1398.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1399.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1400.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1401.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1402.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1403.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1404.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1405.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1406.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1407.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1408.

100554E

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

Rating: — · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1409.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1410.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1411.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1412.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1413.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1414.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, strings

[Suika_predator's solution](#)

1415.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-06-27 · UnknownX (first AC) · Tags: *special

[Suika_predator's solution](#)

1416.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Suika_predator's solution](#)

1417.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[Suika_predator's solution](#)

1418.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks

[Suika_predator's solution](#)

1419.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Suika_predator's solution](#)

1420.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, math, number theory

[Suika_predator's solution](#)

1421.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Suika_predator's solution](#)

1422.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[Suika_predator's solution](#)

1423.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[Suika_predator's solution](#)

1424.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[Suika_predator's solution](#)

1425.

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1426.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1427.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1428.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1429.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1430.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1431.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1432.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1433.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1434.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1435.

101243K

[Polymorphic code](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1436.

101243I

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1437.

101243C

[Desktop](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1438.

101243J

[Architect of Your Own Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1439.

101243E

[Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1440.

101243B

[Hanoi tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1441.

101243F

[Vitamins](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1442.

101243H

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1443.

101243D

[Weather Station](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1444.

101243G

[Sphenic numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1445.

101243A

[Fried Fish](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1446.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1447.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1448.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1449.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Suika_predator's solution](#)

1450.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1451.

101398G

[Guards](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1452.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1453.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1454.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1455.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1456.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1457.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1458.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1459.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · PyPy 3 (first AC) · Tags: —

[Suika_predator's solution](#)

1460.

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1461.

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1462.

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1463.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1464.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1465.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1466.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1467.

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1468.

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1469.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1470.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1471.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1472.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1473.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1474.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1475.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1476.

101482B

[Biking Duck](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1477.

101482G

[Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1478.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1479.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1480.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1481.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1482.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1483.

101482K

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

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1484.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1485.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1486.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1487.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1488.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1489.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1490.

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1491.

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1492.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1493.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1494.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1495.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1496.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1497.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1498.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1499.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1500.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1501.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1502.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1503.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1504.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1505.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1506.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1507.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1508.

101170E

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

Rating: — · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1509.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1510.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1511.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1512.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1513.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1514.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1515.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1516.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1517.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · last AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1518.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1519.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1520.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1521.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1522.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1523.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1524.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1525.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1526.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1527.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1528.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1529.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1530.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1531.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1532.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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1533.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1534.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1535.

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1536.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1537.

102452J

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

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1538.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1539.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1540.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1541.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1542.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1543.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1544.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1545.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1546.

102394I

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

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1547.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1548.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1549.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1550.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1551.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1552.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1553.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1554.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1555.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1556.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1557.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1558.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1559.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1560.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1561.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1562.

100959L

[String Modification](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1563.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1564.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1565.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1566.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1567.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1568.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1569.

101981A

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

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1570.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1571.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1572.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1573.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1574.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1575.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1576.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1577.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1578.

101097D

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1579.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1580.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1581.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1582.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1583.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1584.

102082B

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

Rating: — · first AC: 2019-07-27 · last AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1585.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1586.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1587.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1588.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1589.

100917E

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

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1590.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1591.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1592.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1593.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1594.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1595.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1596.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Suika_predator's solution](#)

1597.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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1598.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: —

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1599.

102220E

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

Rating: — · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: —

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1600.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1601.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1602.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1603.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1604.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1605.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1606.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1607.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1608.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1609.

102059F

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

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1610.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1611.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1612.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1613.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1614.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1615.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1616.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1617.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1618.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1619.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1620.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1621.

101667G

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

Rating: — · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1622.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1623.

100514P

[Proooooooooooooooooofer](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1624.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1625.

100514Q

[Peace of bzjd](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1626.

100514O

[0x](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1627.

100514M

[oPlus](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1628.

100514K

[Crap](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1629.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1630.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1631.

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1632.

100514E

[Peace of AmericanWedding](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1633.

100514C

[Pgkpxumgs](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1634.

100514B

[:-P](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)

1635.

100514A

[Bank](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++11 (first AC) · Tags: —

[Suika_predator's solution](#)