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Unique solved — The stardog

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

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

Filters: none

Count: 283

- 1.**
1879A
[Rigged!](#) · [Tutorial](#)
Quality: 24,518 global accepts · Rating: 800 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[The stardog's solution](#)
- 2.**
2019A
[Max Plus Size](#) · [Tutorial](#)
Quality: 27,136 global accepts · Rating: 800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[The stardog's solution](#)
- 3.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[The stardog's solution](#)
- 4.**
2127A
[Mix Mex Max](#) · [Tutorial](#)
Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[The stardog's solution](#)
- 5.**
1152A
[Neko Finds Grapes](#) · [Tutorial](#)
Quality: 16,210 global accepts · Rating: 800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[The stardog's solution](#)
- 6.**
1734B
[Bright, Nice, Brilliant](#) · [Tutorial](#)
Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[The stardog's solution](#)
- 7.**
1734A
[Select Three Sticks](#) · [Tutorial](#)
Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[The stardog's solution](#)
- 8.**
1700A
[Optimal Path](#) · [Tutorial](#)
Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[The stardog's solution](#)
- 9.**
1654B
[Prefix Removals](#) · [Tutorial](#)
Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings
[The stardog's solution](#)
- 10.**
1654A
[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[The_stardog's solution](#)

11.

1649A

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Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[The_stardog's solution](#)

12.

1642A

[Hard Way](#) · [Tutorial](#)

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[The_stardog's solution](#)

13.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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14.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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15.

1574A

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16.

1499A

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[The_stardog's solution](#)

17.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[The_stardog's solution](#)

18.

1598A

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19.

1392A

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Quality: 21,745 global accepts · Rating: 800 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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20.

1879B

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Quality: 25,077 global accepts · Rating: 900 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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21.

2102B

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22.

2102A

[Dinner Time](#) · [Tutorial](#)

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23.

1896B

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Quality: 18,421 global accepts · Rating: 900 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

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24.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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25.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[The_stardog's solution](#)

26.

1642B

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[The_stardog's solution](#)

27.

1589C

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[The_stardog's solution](#)

28.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[The_stardog's solution](#)

29.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[The_stardog's solution](#)

30.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[The_stardog's solution](#)

31.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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32.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[The stardog's solution](#)

33.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[The stardog's solution](#)

34.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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35.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[The stardog's solution](#)

36.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[The stardog's solution](#)

37.

2019B

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Quality: 17,280 global accepts · Rating: 1200 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[The stardog's solution](#)

38.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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39.

1315C

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40.

2196A

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41.

1205A

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[The_stardog's solution](#)

42.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[The_stardog's solution](#)

43.

1734C

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Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[The_stardog's solution](#)

44.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[The_stardog's solution](#)

45.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[The_stardog's solution](#)

46.

1879C

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Quality: 27,114 global accepts · Rating: 1300 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[The_stardog's solution](#)

47.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[The_stardog's solution](#)

48.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[The_stardog's solution](#)

49.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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50.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[The_stardog's solution](#)

51.

2187A

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

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[The_stardog's solution](#)

52.

2201A1

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

Quality: 11,052 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[The_stardog's solution](#)

53.

2150A

[Incremental Path](#) · [Tutorial](#)

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

[The_stardog's solution](#)

54.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[The_stardog's solution](#)

55.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[The_stardog's solution](#)

56.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[The_stardog's solution](#)

57.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[The_stardog's solution](#)

58.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[The_stardog's solution](#)

59.

1896C

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Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[The_stardog's solution](#)

60.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[The_stardog's solution](#)

61.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

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[The_stardog's solution](#)

62.

1654C

[Alice and the Cake](#) · [Tutorial](#)

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[The_stardog's solution](#)

63.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[The_stardog's solution](#)

64.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[The_stardog's solution](#)

65.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

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66.

875B

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Quality: 5,392 global accepts · Rating: 1500 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation, sortings, two pointers

[The_stardog's solution](#)

67.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[The_stardog's solution](#)

68.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[The_stardog's solution](#)

69.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[The_stardog's solution](#)

70.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[The_stardog's solution](#)

71.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[The_stardog's solution](#)

72.

956B

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

Rating: 1600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[The_stardog's solution](#)

73.

1243B2

[Character Swap \(Hard Version\) · Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[The stardog's solution](#)

74.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[The stardog's solution](#)

75.

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[The stardog's solution](#)

76.

1829G

[Hits Different · Tutorial](#)

Quality: 15,128 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

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77.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

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78.

1109A

[Sasha and a Bit of Relax · Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[The stardog's solution](#)

79.

1282B2

[K for the Price of One \(Hard Version\) · Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[The stardog's solution](#)

80.

1753B

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[The stardog's solution](#)

81.

873C

[Strange Game On Matrix · Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[The stardog's solution](#)

82.

1879D

[Sum of XOR Functions · Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[The stardog's solution](#)

83.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[The stardog's solution](#)

84.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[The stardog's solution](#)

85.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[The stardog's solution](#)

86.

1829H

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[The stardog's solution](#)

87.

2201B

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

Quality: 4,953 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[The stardog's solution](#)

88.

2201A2

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

Quality: 5,086 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[The stardog's solution](#)

89.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[The stardog's solution](#)

90.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[The stardog's solution](#)

91.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[The stardog's solution](#)

92.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[The stardog's solution](#)

93.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[The_stardog's solution](#)

94.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[The_stardog's solution](#)

95.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[The_stardog's solution](#)

96.

2196C1

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Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[The_stardog's solution](#)

97.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,426 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[The_stardog's solution](#)

98.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[The_stardog's solution](#)

99.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, strings

[The_stardog's solution](#)

100.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[The_stardog's solution](#)

101.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[The_stardog's solution](#)

102.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[The_stardog's solution](#)

103.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[The_stardog's solution](#)

104.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[The_stardog's solution](#)

105.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[The_stardog's solution](#)

106.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[The_stardog's solution](#)

107.

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[The_stardog's solution](#)

108.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[The_stardog's solution](#)

109.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[The_stardog's solution](#)

110.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[The_stardog's solution](#)

111.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[The_stardog's solution](#)

112.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[The_stardog's solution](#)

113.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[The_stardog's solution](#)

114.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[The_stardog's solution](#)

115.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[The_stardog's solution](#)

116.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[The_stardog's solution](#)

117.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[The_stardog's solution](#)

118.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[The_stardog's solution](#)

119.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[The_stardog's solution](#)

120.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[The_stardog's solution](#)

121.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[The_stardog's solution](#)

122.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[The_stardog's solution](#)

123.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[The_stardog's solution](#)

124.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[The_stardog's solution](#)

125.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[The_stardog's solution](#)

126.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[The_stardog's solution](#)

127.

2207E1

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

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[The_stardog's solution](#)

128.

2150C

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

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[The_stardog's solution](#)

129.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[The_stardog's solution](#)

130.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[The_stardog's solution](#)

131.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[The_stardog's solution](#)

132.

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[The_stardog's solution](#)

133.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[The_stardog's solution](#)

134.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[The_stardog's solution](#)

135.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[The_stardog's solution](#)

136.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[The_stardog's solution](#)

137.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[The_stardog's solution](#)

138.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[The_stardog's solution](#)

139.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[The_stardog's solution](#)

140.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[The_stardog's solution](#)

141.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[The_stardog's solution](#)

142.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[The_stardog's solution](#)

143.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[The stardog's solution](#)

144.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[The stardog's solution](#)

145.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[The stardog's solution](#)

146.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[The stardog's solution](#)

147.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[The stardog's solution](#)

148.

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[The stardog's solution](#)

149.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[The stardog's solution](#)

150.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[The stardog's solution](#)

151.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[The stardog's solution](#)

152.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings

[The stardog's solution](#)

153.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[The stardog's solution](#)

154.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[The stardog's solution](#)

155.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[The stardog's solution](#)

156.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[The stardog's solution](#)

157.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[The stardog's solution](#)

158.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[The stardog's solution](#)

159.

438D

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

Quality: 11,597 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[The stardog's solution](#)

160.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[The stardog's solution](#)

161.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[The stardog's solution](#)

162.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[The stardog's solution](#)

163.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[The_stardog's solution](#)

164.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[The_stardog's solution](#)

165.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[The_stardog's solution](#)

166.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[The_stardog's solution](#)

167.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[The_stardog's solution](#)

168.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[The_stardog's solution](#)

169.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[The_stardog's solution](#)

170.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[The_stardog's solution](#)

171.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[The_stardog's solution](#)

172.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[The_stardog's solution](#)

173.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[The_stardog's solution](#)

174.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[The_stardog's solution](#)

175.

1314B

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

Rating: 2500 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[The_stardog's solution](#)

176.

2102F

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

Rating: 2500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[The_stardog's solution](#)

177.

2201D

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[The_stardog's solution](#)

178.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[The_stardog's solution](#)

179.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[The_stardog's solution](#)

180.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[The_stardog's solution](#)

181.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[The_stardog's solution](#)

182.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,172 global accepts · Rating: 2500 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[The_stardog's solution](#)

183.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[The_stardog's solution](#)

184.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, probabilities

[The_stardog's solution](#)

185.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[The_stardog's solution](#)

186.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[The_stardog's solution](#)

187.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[The_stardog's solution](#)

188.

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[The_stardog's solution](#)

189.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[The_stardog's solution](#)

190.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-06-04 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[The_stardog's solution](#)

191.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[The_stardog's solution](#)

192.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[The_stardog's solution](#)

193.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[The stardog's solution](#)

194.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2022-09-26 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[The stardog's solution](#)

195.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[The stardog's solution](#)

196.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[The stardog's solution](#)

197.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs

[The stardog's solution](#)

198.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[The stardog's solution](#)

199.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[The stardog's solution](#)

200.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[The stardog's solution](#)

201.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[The stardog's solution](#)

202.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[The stardog's solution](#)

203.

1879F

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

Quality: 608 global accepts · Rating: 2800 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[The stardog's solution](#)

204.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, sortings, strings

[The stardog's solution](#)

205.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[The stardog's solution](#)

206.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[The stardog's solution](#)

207.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[The stardog's solution](#)

208.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[The stardog's solution](#)

209.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[The stardog's solution](#)

210.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[The stardog's solution](#)

211.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[The stardog's solution](#)

212.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[The stardog's solution](#)

213.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[The stardog's solution](#)

214.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[The stardog's solution](#)

215.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[The stardog's solution](#)

216.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[The stardog's solution](#)

217.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[The stardog's solution](#)

218.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[The stardog's solution](#)

219.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[The stardog's solution](#)

220.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: flows

[The stardog's solution](#)

221.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[The stardog's solution](#)

222.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[The stardog's solution](#)

223.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[The stardog's solution](#)

224.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[The_stardog's solution](#)

225.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices

[The_stardog's solution](#)

226.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[The_stardog's solution](#)

227.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[The_stardog's solution](#)

228.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[The_stardog's solution](#)

229.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[The_stardog's solution](#)

230.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[The_stardog's solution](#)

231.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[The_stardog's solution](#)

232.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[The_stardog's solution](#)

233.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[The_stardog's solution](#)

234.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[The_stardog's solution](#)

235.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[The_stardog's solution](#)

236.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[The_stardog's solution](#)

237.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[The_stardog's solution](#)

238.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[The_stardog's solution](#)

239.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[The_stardog's solution](#)

240.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, probabilities

[The_stardog's solution](#)

241.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math

[The_stardog's solution](#)

242.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[The_stardog's solution](#)

243.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[The_stardog's solution](#)

244.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[The_stardog's solution](#)

245.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[The_stardog's solution](#)

246.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[The stardog's solution](#)

247.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[The stardog's solution](#)

248.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[The stardog's solution](#)

249.

956F

[Minimal Subset Difference](#) · [Tutorial](#)

Rating: 3200 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[The stardog's solution](#)

250.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[The stardog's solution](#)

251.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[The stardog's solution](#)

252.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[The stardog's solution](#)

253.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[The stardog's solution](#)

254.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[The stardog's solution](#)

255.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[The stardog's solution](#)

256.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[The_stardog's solution](#)

257.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[The_stardog's solution](#)

258.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[The_stardog's solution](#)

259.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[The_stardog's solution](#)

260.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[The_stardog's solution](#)

261.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[The_stardog's solution](#)

262.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[The_stardog's solution](#)

263.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[The_stardog's solution](#)

264.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[The_stardog's solution](#)

265.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[The_stardog's solution](#)

266.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[The_stardog's solution](#)

267.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[The_stardog's solution](#)

268.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[The_stardog's solution](#)

269.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[The_stardog's solution](#)

270.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[The_stardog's solution](#)

271.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[The_stardog's solution](#)

272.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[The_stardog's solution](#)

273.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[The_stardog's solution](#)

274.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[The_stardog's solution](#)

275.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[The_stardog's solution](#)

276.

105161B

[Area of the Devil](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[The_stardog's solution](#)

277.

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[The_stardog's solution](#)

278.

105161I

[Integer Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[The_stardog's solution](#)

279.

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[The_stardog's solution](#)

280.

105161G

[Download Time Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[The_stardog's solution](#)

281.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: *special, string suffix structures

[The_stardog's solution](#)

282.

104090F

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

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[The_stardog's solution](#)

283.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[The_stardog's solution](#)