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Unique solved — Tikhon228

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

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

Filters: none

Count: 501

1.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tikhon228's solution](#)

2.

1975A

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

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

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3.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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4.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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5.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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6.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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7.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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8.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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9.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

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10.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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11.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Tikhon228's solution](#)

12.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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13.

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Tikhon228's solution](#)

14.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

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15.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Tikhon228's solution](#)

16.

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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17.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

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18.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tikhon228's solution](#)

19.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,702 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Tikhon228's solution](#)

20.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tikhon228's solution](#)

21.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tikhon228's solution](#)

22.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Tikhon228's solution](#)

23.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tikhon228's solution](#)

24.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,414 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tikhon228's solution](#)

25.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tikhon228's solution](#)

26.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tikhon228's solution](#)

27.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

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28.

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

[Tikhon228's solution](#)

29.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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30.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Tikhon228's solution](#)

31.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, math, number theory

[Tikhon228's solution](#)

32.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tikhon228's solution](#)

33.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Tikhon228's solution](#)

34.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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35.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Tikhon228's solution](#)

36.

1259A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Tikhon228's solution](#)

37.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tikhon228's solution](#)

38.

1243B1

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

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

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39.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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40.

1994B

[Fun Game](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

41.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tikhon228's solution](#)

42.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Tikhon228's solution](#)

43.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tikhon228's solution](#)

44.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Tikhon228's solution](#)

45.

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Tikhon228's solution](#)

46.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tikhon228's solution](#)

47.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tikhon228's solution](#)

48.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tikhon228's solution](#)

49.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Tikhon228's solution](#)

50.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Tikhon228's solution](#)

51.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Tikhon228's solution](#)

52.

1975C

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

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

[Tikhon228's solution](#)

53.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Tikhon228's solution](#)

54.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[Tikhon228's solution](#)

55.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Tikhon228's solution](#)

56.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tikhon228's solution](#)

57.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tikhon228's solution](#)

58.

1259B

[Make Them Odd](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Tikhon228's solution](#)

59.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Tikhon228's solution](#)

60.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Tikhon228's solution](#)

61.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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62.

1864C

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Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Tikhon228's solution](#)

63.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[Tikhon228's solution](#)

64.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
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65.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Tikhon228's solution](#)

66.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,390 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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67.

1265B

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

Quality: 13,524 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[Tikhon228's solution](#)

68.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Tikhon228's solution](#)

69.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Tikhon228's solution](#)

70.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[Tikhon228's solution](#)

71.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Tikhon228's solution](#)

72.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Tikhon228's solution](#)

73.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Tikhon228's solution](#)

74.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Tikhon228's solution](#)

75.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Tikhon228's solution](#)

76.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
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77.

1375C

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78.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
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79.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
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80.

1316B

[String Modification](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[Tikhon228's solution](#)

81.

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
[Tikhon228's solution](#)

82.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Tikhon228's solution](#)

83.

1259C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Tikhon228's solution](#)

84.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tikhon228's solution](#)

85.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tikhon228's solution](#)

86.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Tikhon228's solution](#)

87.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Tikhon228's solution](#)

88.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Tikhon228's solution](#)

89.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Tikhon228's solution](#)

90.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Tikhon228's solution](#)

91.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Tikhon228's solution](#)

92.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Tikhon228's solution](#)

93.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tikhon228's solution](#)

94.

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

[Tikhon228's solution](#)

95.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Tikhon228's solution](#)

96.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Tikhon228's solution](#)

97.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Tikhon228's solution](#)

98.

1994C

[Hungry Games](#) · [Tutorial](#)

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

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99.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

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100.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Tikhon228's solution](#)

101.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,602 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Tikhon228's solution](#)

102.

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

[Tikhon228's solution](#)

103.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tikhon228's solution](#)

104.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Tikhon228's solution](#)

105.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Tikhon228's solution](#)

106.

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Tikhon228's solution](#)

107.

2006A

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

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

[Tikhon228's solution](#)

108.

1975D

[Paint the Tree](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

109.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Tikhon228's solution](#)

110.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Tikhon228's solution](#)

111.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Tikhon228's solution](#)

112.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Tikhon228's solution](#)

113.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Tikhon228's solution](#)

114.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tikhon228's solution](#)

115.

1562D1

[Two Hundred Twenty One \(easy version\) · Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Tikhon228's solution](#)

116.

1392D

[Omkar and Bed Wars · Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Tikhon228's solution](#)

117.

1393C

[Pinkie Pie Eats Patty-cakes · Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tikhon228's solution](#)

118.

1381A2

[Prefix Flip \(Hard Version\) · Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Tikhon228's solution](#)

119.

1383A

[String Transformation 1 · Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Tikhon228's solution](#)

120.

1333C

[Eugene and an array · Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Tikhon228's solution](#)

121.

1324E

[Sleeping Schedule · Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Tikhon228's solution](#)

122.

1312D

[Count the Arrays · Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Tikhon228's solution](#)

123.

1313B

[Different Rules · Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tikhon228's solution](#)

124.

1216C

[White Sheet · Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Tikhon228's solution](#)

125.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[Tikhon228's solution](#)

126.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[Tikhon228's solution](#)

127.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[Tikhon228's solution](#)

128.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[Tikhon228's solution](#)

129.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[Tikhon228's solution](#)

130.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Tikhon228's solution](#)

131.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Tikhon228's solution](#)

132.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[Tikhon228's solution](#)

133.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[Tikhon228's solution](#)

134.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[Tikhon228's solution](#)

135.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Tikhon228's solution](#)

136.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tikhon228's solution](#)

137.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Tikhon228's solution](#)

138.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Tikhon228's solution](#)

139.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Tikhon228's solution](#)

140.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tikhon228's solution](#)

141.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Tikhon228's solution](#)

142.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Tikhon228's solution](#)

143.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Tikhon228's solution](#)

144.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Tikhon228's solution](#)

145.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Tikhon228's solution](#)

146.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Tikhon228's solution](#)

147.

1313C2

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

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

[Tikhon228's solution](#)

148.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Tikhon228's solution](#)

149.

1265D

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

Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tikhon228's solution](#)

150.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

151.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Tikhon228's solution](#)

152.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tikhon228's solution](#)

153.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Tikhon228's solution](#)

154.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tikhon228's solution](#)

155.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Tikhon228's solution](#)

156.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tikhon228's solution](#)

157.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Tikhon228's solution](#)

158.

1975E

[Chain Queries](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

159.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Tikhon228's solution](#)

160.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Tikhon228's solution](#)

161.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Tikhon228's solution](#)

162.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Tikhon228's solution](#)

163.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Tikhon228's solution](#)

164.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

165.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Tikhon228's solution](#)

166.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Tikhon228's solution](#)

167.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Tikhon228's solution](#)

168.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[Tikhon228's solution](#)

169.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Tikhon228's solution](#)

170.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Tikhon228's solution](#)

171.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Tikhon228's solution](#)

172.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Tikhon228's solution](#)

173.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Tikhon228's solution](#)

174.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tikhon228's solution](#)

175.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Tikhon228's solution](#)

176.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[Tikhon228's solution](#)

177.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[Tikhon228's solution](#)

178.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[Tikhon228's solution](#)

179.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
[Tikhon228's solution](#)

180.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Tikhon228's solution](#)

181.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[Tikhon228's solution](#)

182.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[Tikhon228's solution](#)

183.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[Tikhon228's solution](#)

184.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[Tikhon228's solution](#)

185.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[Tikhon228's solution](#)

186.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Tikhon228's solution](#)

187.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Tikhon228's solution](#)

188.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Tikhon228's solution](#)

189.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Tikhon228's solution](#)

190.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Tikhon228's solution](#)

191.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Tikhon228's solution](#)

192.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Tikhon228's solution](#)

193.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Tikhon228's solution](#)

194.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Tikhon228's solution](#)

195.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tikhon228's solution](#)

196.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Tikhon228's solution](#)

197.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive

[Tikhon228's solution](#)

198.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[Tikhon228's solution](#)

199.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Tikhon228's solution](#)

200.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Tikhon228's solution](#)

201.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Tikhon228's solution](#)

202.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tikhon228's solution](#)

203.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-10 · last AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tikhon228's solution](#)

204.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Tikhon228's solution](#)

205.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Tikhon228's solution](#)

206.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Tikhon228's solution](#)

207.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tikhon228's solution](#)

208.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Tikhon228's solution](#)

209.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Tikhon228's solution](#)

210.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[Tikhon228's solution](#)

211.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Tikhon228's solution](#)

212.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Tikhon228's solution](#)

213.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[Tikhon228's solution](#)

214.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

215.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer,

interactive

[Tikhon228's solution](#)

216.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tikhon228's solution](#)

217.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Tikhon228's solution](#)

218.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[Tikhon228's solution](#)

219.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tikhon228's solution](#)

220.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[Tikhon228's solution](#)

221.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Tikhon228's solution](#)

222.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Tikhon228's solution](#)

223.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Tikhon228's solution](#)

224.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Tikhon228's solution](#)

225.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Tikhon228's solution](#)

226.

1854D

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

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees
[Tikhon228's solution](#)

227.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees
[Tikhon228's solution](#)

228.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers
[Tikhon228's solution](#)

229.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Tikhon228's solution](#)

230.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[Tikhon228's solution](#)

231.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, probabilities
[Tikhon228's solution](#)

232.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-08-15 · last AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: strings
[Tikhon228's solution](#)

233.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2020-04-09 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings
[Tikhon228's solution](#)

234.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tikhon228's solution](#)

235.

102992I

[Interested in Skiing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[Tikhon228's solution](#)

236.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

237.

102992C

[Certain Scientific Railgun](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

238.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

239.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

240.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

241.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

242.

102992G

[Go](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

243.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

244.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

245.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

246.

104633H

[QC QC](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

247.

102511C

[Checks Post Facto](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

248.

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

249.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

250.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

251.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

252.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

253.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

254.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

255.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

256.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

257.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

258.

102056G

[Omnipotent ... Garland](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

259.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

260.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

261.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

262.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

263.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

264.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tikhon228's solution](#)

265.

102586K

[Game and Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

266.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

267.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

268.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

269.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

270.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

271.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

272.

101471A

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

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

273.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

274.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

275.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

276.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

277.

101471G

[Replicate Replicate Rfplichte](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

278.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

279.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

280.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

281.

101242M

[What Really Happened on Mars? · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

282.

101242J

[Spin Doctor · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

283.

101242K

[String Theory · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

284.

101242A

[Balanced Diet · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

285.

101242G

[Oil · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

286.

101242D

[Clock Breaking · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

287.

101242E

[Forever Young · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

288.

101242F

[Longest Rivers · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

289.

101242C

[Ceiling Function · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

290.

101242B

[Branch Assignment · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

291.

101242L

[Swap Space · Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

292.

101239K

[Tours](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

293.

101239M

[Window Manager](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

294.

101239I

[Ship Traffic](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

295.

101239F

[Keyboarding](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

296.

101239J

[Tile Cutting](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

297.

101239E

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

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

[Tikhon228's solution](#)

298.

101239H

[Qanat](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

299.

101239L

[Weather Report](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

300.

101239D

[Cutting Cheese](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

301.

101239C

[Catering](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

302.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

303.

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

304.

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

305.

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

306.

102136D

[Badroadville mayoral election](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

307.

102136I

[Permutations again](#) · [Tutorial](#)

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308.

102136C

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

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309.

102136F

[Sort hacking](#) · [Tutorial](#)

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310.

102136H

[Tourist Agency](#) · [Tutorial](#)

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311.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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312.

102136J

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

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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313.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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314.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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315.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

316.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

317.

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

318.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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319.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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320.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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321.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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322.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

323.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

324.

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

325.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

326.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

327.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

328.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

329.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

330.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

331.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

332.

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

333.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

334.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

335.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

336.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

337.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

338.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

339.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

340.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

341.

101175D

[Chips Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

342.

101175B

[Affine Mess](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

343.

101175G

[Magic Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

344.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

345.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

346.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

347.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

348.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

349.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

350.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

351.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

352.

101480L

[Looping Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

353.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

354.

101480G

[Greenhouse Growth](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

355.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

356.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

357.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

358.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

359.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

360.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

361.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

362.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

363.

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

364.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

365.

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

366.

102538A

[Airplane Cliques](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

367.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

368.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

369.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

370.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Tikhon228's solution](#)

371.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

372.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

373.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

374.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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375.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Tikhon228's solution](#)

376.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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377.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

378.

103439I

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

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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379.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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380.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

381.

103439C

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

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

382.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

383.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

384.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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385.

103439N

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

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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386.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

387.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

388.

103069D

[City Brain](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

389.

103069C

[Random Shuffle](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

390.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

391.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

392.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

393.

103069E

[Tube Master III](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

394.

103069K

[Allin](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

395.

103069A

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

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

[Tikhon228's solution](#)

396.

103069L

[Square](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

397.

103069F

[Rooks](#) · [Tutorial](#)

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

[Tikhon228's solution](#)

398.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

399.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

400.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

401.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

402.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

403.

103860C

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

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

404.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

405.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

406.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

407.

104334G

[LaLa and Divination Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

408.

104334D

[LaLa and Magic Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

409.

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

410.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

411.

102441K

[Chess Positions](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

412.

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

413.

102441B

[Redistribution of Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

414.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

415.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

416.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

417.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

418.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

419.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

420.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

421.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

422.

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

423.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

424.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

425.

104008B

[Code With No Forces](#) · [Tutorial](#)

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481.

101921H

[A\\$50C8D0D0 "C 1C`8Dd0 B4<CÔ>Cd5CÔ8Dð](#)

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1319E

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486.

1319D

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1319C

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Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

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489.

1319A

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Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

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490.

100905C

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Rating: — · first AC: 2020-02-10 · last AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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491.

1024808

[Aö;Cric BD°](#)

Rating: — · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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492.

1024794

[Aä;T;C;Cö8C 4C 4C´O D >C >D\\$>C](#)

Rating: — · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

493.

1020862

[Aö;Cric D´5 C#2C 4D 0D\\$K](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

494.

1020861

[AD2Cric8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

495.

102330E

[A45Cä@C48C´ 8 C\\$>CT=C#>CÄ0D](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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496.

102330G

[B·0D;0C, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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497.

102330B

[Aö;Cric CD:C =C >C´8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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498.

102330C

[AÄ0D#C#8](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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499.

102330F

[AD2CT@DÄ:C€](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tikhon228's solution](#)

500.

102330D

[Aö;Cä8D 5D AC,,2CÔKC´ BCä@C0](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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501.

102330A

[AD>C@ A 9C >C'8D](#)

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