

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

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# Unique solved — WROwO

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

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

Filters: none

Count: 704

- 1.**  
1776A  
[Walking Boy](#) · [Tutorial](#)  
Quality: 7,964 global accepts · Rating: 800 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[WROwO's solution](#)
- 2.**  
1851B  
[Parity Sort](#) · [Tutorial](#)  
Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[WROwO's solution](#)
- 3.**  
1851A  
[Escalator Conversations](#) · [Tutorial](#)  
Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[WROwO's solution](#)
- 4.**  
1831A  
[Twin Permutations](#) · [Tutorial](#)  
Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[WROwO's solution](#)
- 5.**  
1845A  
[Forbidden Integer](#) · [Tutorial](#)  
Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[WROwO's solution](#)
- 6.**  
1847A  
[The Man who became a God](#) · [Tutorial](#)  
Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[WROwO's solution](#)
- 7.**  
1838A  
[Blackboard List](#) · [Tutorial](#)  
Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[WROwO's solution](#)
- 8.**  
1839A  
[The Good Array](#) · [Tutorial](#)  
Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[WROwO's solution](#)
- 9.**  
1821A  
[Matching](#) · [Tutorial](#)  
Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[WROwO's solution](#)

**10.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[WROwO's solution](#)

**11.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[WROwO's solution](#)

**12.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[WROwO's solution](#)

**13.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[WROwO's solution](#)

**14.**

1684B

[Z mod X = C](#) · [Tutorial](#)

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

[WROwO's solution](#)

**15.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[WROwO's solution](#)

**16.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**17.**

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**18.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**19.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,900 global accepts · Rating: 800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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**20.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[WROwO's solution](#)

**21.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[WROwO's solution](#)

**22.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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**23.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**24.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[WROwO's solution](#)

**25.**

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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**26.**

1629A

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Quality: 30,928 global accepts · Rating: 800 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

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**27.**

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

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**28.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

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**29.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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**30.**

1589A

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

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

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**31.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[WROwO's solution](#)

**32.**

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[WROwO's solution](#)

**33.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[WROwO's solution](#)

**34.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[WROwO's solution](#)

**35.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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**36.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

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**37.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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**38.**

1579A

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Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

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**39.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**40.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

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**41.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[WROwO's solution](#)

**42.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,804 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[WROwO's solution](#)

**43.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,520 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[WROwO's solution](#)

**44.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[WROwO's solution](#)

**45.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[WROwO's solution](#)

**46.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**47.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[WROwO's solution](#)

**48.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[WROwO's solution](#)

**49.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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**50.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,659 global accepts · Rating: 900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[WROwO's solution](#)

**51.**

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[WROwO's solution](#)

**52.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[WROwO's solution](#)

**53.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**54.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[WROwO's solution](#)

**55.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[WROwO's solution](#)

**56.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[WROwO's solution](#)

**57.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[WROwO's solution](#)

**58.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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**59.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[WROwO's solution](#)

**60.**

1632B

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**61.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

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**62.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

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[WROwO's solution](#)

**63.**

1589B

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

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

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**64.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**65.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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**66.**

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**67.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[WROwO's solution](#)

**68.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

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**69.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[WROwO's solution](#)

**70.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[WROwO's solution](#)

**71.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[WROwO's solution](#)

**72.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[WROwO's solution](#)

**73.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[WROwO's solution](#)

**74.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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**75.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[WROwO's solution](#)

**76.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**77.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[WROwO's solution](#)

**78.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**79.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[WROwO's solution](#)

**80.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[WROwO's solution](#)

**81.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[WROwO's solution](#)

**82.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[WROwO's solution](#)

**83.**

1647B

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Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[WROwO's solution](#)

**84.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[WROwO's solution](#)

**85.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[WROwO's solution](#)

- 86.**  
1592B  
[Hemose Shopping](#) · [Tutorial](#)  
Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[WROwO's solution](#)
- 87.**  
1581B  
[Diameter of Graph](#) · [Tutorial](#)  
Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math  
[WROwO's solution](#)
- 88.**  
1559C  
[Mocha and Hiking](#) · [Tutorial](#)  
Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[WROwO's solution](#)
- 89.**  
1776H  
[Beppa and SwerChat](#) · [Tutorial](#)  
Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: two pointers  
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- 90.**  
1851D  
[Prefix Permutation Sums](#) · [Tutorial](#)  
Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[WROwO's solution](#)
- 91.**  
1839C  
[Insert Zero and Invert Prefix](#) · [Tutorial](#)  
Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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- 92.**  
1821C  
[Tear It Apart](#) · [Tutorial](#)  
Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings  
[WROwO's solution](#)
- 93.**  
1693A  
[Directional Increase](#) · [Tutorial](#)  
Quality: 17,440 global accepts · Rating: 1300 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[WROwO's solution](#)
- 94.**  
1711B  
[Party](#) · [Tutorial](#)  
Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs  
[WROwO's solution](#)
- 95.**  
1647C  
[Madoka and Childish Pranks](#) · [Tutorial](#)  
Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[WROwO's solution](#)
- 96.**  
1638C  
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Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math  
[WROwO's solution](#)

**97.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[WROwO's solution](#)

**98.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory  
[WROwO's solution](#)

**99.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[WROwO's solution](#)

**100.**

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[WROwO's solution](#)

**101.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings  
[WROwO's solution](#)

**102.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings  
[WROwO's solution](#)

**103.**

1831C

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

Rating: 1400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[WROwO's solution](#)

**104.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings  
[WROwO's solution](#)

**105.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[WROwO's solution](#)

**106.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[WROwO's solution](#)

**107.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[WROwO's solution](#)

### 108.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[WROwO's solution](#)

### 109.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[WROwO's solution](#)

### 110.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[WROwO's solution](#)

### 111.

1559D1

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

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[WROwO's solution](#)

### 112.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[WROwO's solution](#)

### 113.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[WROwO's solution](#)

### 114.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[WROwO's solution](#)

### 115.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[WROwO's solution](#)

### 116.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[WROwO's solution](#)

### 117.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[WROwO's solution](#)

**118.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[WROwO's solution](#)

**119.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[WROwO's solution](#)

**120.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[WROwO's solution](#)

**121.**

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[WROwO's solution](#)

**122.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[WROwO's solution](#)

**123.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[WROwO's solution](#)

**124.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[WROwO's solution](#)

**125.**

1782C

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

Rating: 1600 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[WROwO's solution](#)

**126.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[WROwO's solution](#)

**127.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[WROwO's solution](#)

**128.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[WROwO's solution](#)

**129.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[WROwO's solution](#)

**130.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[WROwO's solution](#)

**131.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[WROwO's solution](#)

**132.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[WROwO's solution](#)

**133.**

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[WROwO's solution](#)

**134.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[WROwO's solution](#)

**135.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[WROwO's solution](#)

**136.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[WROwO's solution](#)

**137.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[WROwO's solution](#)

**138.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[WROwO's solution](#)

**139.**

1592C

[Bakry and Partitioning · Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[WROwO's solution](#)

**140.**

1579F

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

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[WROwO's solution](#)

**141.**

1561D1

[Up the Strip \(simplified version\) · Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[WROwO's solution](#)

**142.**

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[WROwO's solution](#)

**143.**

336C

[Vasily the Bear and Sequence · Tutorial](#)

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[WROwO's solution](#)

**144.**

1845D

[Rating System · Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[WROwO's solution](#)

**145.**

1782D

[Many Perfect Squares · Tutorial](#)

Rating: 1800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[WROwO's solution](#)

**146.**

1674F

[Desktop Rearrangement · Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[WROwO's solution](#)

**147.**

1225D

[Power Products · Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[WROwO's solution](#)

**148.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[WROwO's solution](#)

**149.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[WROwO's solution](#)

**150.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[WROwO's solution](#)

**151.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[WROwO's solution](#)

**152.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[WROwO's solution](#)

**153.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2026-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[WROwO's solution](#)

**154.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[WROwO's solution](#)

**155.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1900 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[WROwO's solution](#)

**156.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[WROwO's solution](#)

**157.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[WROwO's solution](#)

**158.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, hashing  
[WROwO's solution](#)

**159.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[WROwO's solution](#)

**160.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[WROwO's solution](#)

**161.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[WROwO's solution](#)

**162.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[WROwO's solution](#)

**163.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[WROwO's solution](#)

**164.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search  
[WROwO's solution](#)

**165.**

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings  
[WROwO's solution](#)

**166.**

1831D

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

Rating: 2000 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math  
[WROwO's solution](#)

**167.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[WROwO's solution](#)

**168.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[WROwO's solution](#)

**169.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[WROwO's solution](#)

**170.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp

[WROwO's solution](#)

**171.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[WROwO's solution](#)

**172.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[WROwO's solution](#)

**173.**

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[WROwO's solution](#)

**174.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[WROwO's solution](#)

**175.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[WROwO's solution](#)

**176.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[WROwO's solution](#)

**177.**

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[WROwO's solution](#)

**178.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[WROwO's solution](#)

**179.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[WROwO's solution](#)

**180.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[WROwO's solution](#)

**181.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[WROwO's solution](#)

**182.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[WROwO's solution](#)

**183.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[WROwO's solution](#)

**184.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[WROwO's solution](#)

**185.**

1776B

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

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[WROwO's solution](#)

**186.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · last AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[WROwO's solution](#)

**187.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[WROwO's solution](#)

**188.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[WROwO's solution](#)

**189.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[WROwO's solution](#)

**190.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[WROwO's solution](#)

**191.**

1782E

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

Rating: 2300 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[WROwO's solution](#)

**192.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[WROwO's solution](#)

**193.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[WROwO's solution](#)

**194.**

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, hashing, math

[WROwO's solution](#)

**195.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2026-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[WROwO's solution](#)

**196.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[WROwO's solution](#)

**197.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[WROwO's solution](#)

**198.**

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[WROwO's solution](#)

**199.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[WROwO's solution](#)

**200.**

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**201.**

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**202.**

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**203.**

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**204.**

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**205.**

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**206.**

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**207.**

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**208.**

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**209.**

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[WROwO's solution](#)

**210.**

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**211.**

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**212.**

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**213.**

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**214.**

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**215.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**216.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**217.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**218.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**219.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**220.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**221.**

102307F

[Fraction Formula](#) · [Tutorial](#)

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

[WROwO's solution](#)

**222.**

102307C

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

Rating: — · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**223.**

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**224.**

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

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

[WROwO's solution](#)

**225.**

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**226.**

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**227.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**228.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**229.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**230.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**231.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**232.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**233.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**234.**

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**235.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

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

[WROwO's solution](#)

**236.**

103409I

[PTSD](#) · [Tutorial](#)

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

[WROwO's solution](#)

**237.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**238.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**239.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**240.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**241.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**242.**

103119L

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

Rating: — · first AC: 2023-10-27 · Python 3 (first AC) · Tags: —

[WROwO's solution](#)

**243.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**244.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**245.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**246.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**247.**

103470C

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

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**248.**

103470M

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

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**249.**

103470A

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

Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**250.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**251.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**252.**

104128D

[Chat Program](#) · [Tutorial](#)

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

[WROwO's solution](#)

**253.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**254.**

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**255.**

104369F

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

Rating: — · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**256.**

104369B

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

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

[WROwO's solution](#)

**257.**

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**258.**

104369E

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

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**259.**

104369I

[Path Planning](#) · [Tutorial](#)

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

[WROwO's solution](#)

**260.**

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**261.**

104369C

[Trading](#) · [Tutorial](#)

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

[WROwO's solution](#)

**262.**

104369A

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

Rating: — · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**263.**

102411B

[Bad Treap](#) · [Tutorial](#)

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

[WROwO's solution](#)

**264.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

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

[WROwO's solution](#)

**265.**

102411K

[King's Children](#) · [Tutorial](#)

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

[WROwO's solution](#)

**266.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**267.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**268.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

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

[WROwO's solution](#)

**269.**

102411M

[Managing Difficulties](#) · [Tutorial](#)

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

[WROwO's solution](#)

**270.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**271.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**272.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**273.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**274.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**275.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**276.**

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**277.**

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**278.**

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**279.**

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**280.**

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**281.**

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**282.**

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**283.**

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**284.**

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**285.**

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**286.**

104077E

[Find Maximum](#) · [Tutorial](#)

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

[WROwO's solution](#)

**287.**

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**288.**

104077C

[Clone Ranran](#) · [Tutorial](#)

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

[WROwO's solution](#)

**289.**

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**290.**

104077J

[Strange Sum](#) · [Tutorial](#)

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

[WROwO's solution](#)

**291.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**292.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**293.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**294.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**295.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**296.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**297.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**298.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**299.**

103098L

[Long Grid Covering](#) · [Tutorial](#)

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

[WROwO's solution](#)

**300.**

103098B

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

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

[WROwO's solution](#)

**301.**

103098K

[Königsberg Bridges](#) · [Tutorial](#)

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

[WROwO's solution](#)

**302.**

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

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

[WROwO's solution](#)

**303.**

103098C

[Cartesian MST](#) · [Tutorial](#)

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

[WROwO's solution](#)

**304.**

103098J

[Joyful Numbers](#) · [Tutorial](#)

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

[WROwO's solution](#)

**305.**

103469H

[Hamiltonian](#) · [Tutorial](#)

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

[WROwO's solution](#)

**306.**

103469E

[Eulerian?](#) · [Tutorial](#)

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

[WROwO's solution](#)

**307.**

103469F

[Fancy Formulas](#) · [Tutorial](#)

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

[WROwO's solution](#)

**308.**

103469M

[Math](#) · [Tutorial](#)

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

[WROwO's solution](#)

**309.**

103469A

[AND](#) · [Tutorial](#)

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

[WROwO's solution](#)

**310.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**311.**

102059G

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

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**312.**

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**313.**

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**314.**

102059F

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

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**315.**

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**316.**

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**317.**

104493I

[Ajam's Password](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**318.**

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**319.**

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**320.**

104493C

[Tree Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**321.**

104493J

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

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**322.**

104493H

[Yaser In Baradah](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**323.**

104493K

[Sam-Oh, the funny coach](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**324.**

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**325.**

104493G

[Don't Make It 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**326.**

104493F

[New Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**327.**

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**328.**

104417M

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**329.**

104417J

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**330.**

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**331.**

104417L

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

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**332.**

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**333.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**334.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**335.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**336.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**337.**

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**338.**

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**339.**

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**340.**

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**341.**

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**342.**

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**343.**

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**344.**

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**345.**

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**346.**

104466K

[Kaldorian Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**347.**

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**348.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

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

[WROwO's solution](#)

**349.**

104466I

[Investigating Frog Behaviour on Lily Pad Patterns](#) · [Tutorial](#)

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

[WROwO's solution](#)

**350.**

104466D

[DnD Dice](#) · [Tutorial](#)

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

[WROwO's solution](#)

**351.**

104466L

[Loop Invariant](#) · [Tutorial](#)

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

[WROwO's solution](#)

**352.**

104466M

[Mischievous Math](#) · [Tutorial](#)

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

[WROwO's solution](#)

**353.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

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

[WROwO's solution](#)

**354.**

104466E

[Eszett](#) · [Tutorial](#)

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

[WROwO's solution](#)

**355.**

104354G

[Toxel N T W f B u ;](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**356.**

104354C

[Toxel N T W f B u ;](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**357.**

104354E

[we + 5 1 8 b](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**358.**

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**359.**

104354K

[c R N r e p](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**360.**

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**361.**

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**362.**

104354A

[Asmin B I 3 SW](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**363.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**364.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**365.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**366.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**367.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**368.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**369.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**370.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**371.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**372.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**373.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**374.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**375.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**376.**

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**377.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**378.**

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**379.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**380.**

103860C

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

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**381.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**382.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**383.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**384.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**385.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**386.**

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**387.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**388.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**389.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**390.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**391.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**392.**

104270D

[Magic Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**393.**

104270F

[Tournament](#) · [Tutorial](#)

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

[WROwO's solution](#)

**394.**

104270E

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

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**395.**

104270J

[Books](#) · [Tutorial](#)

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

[WROwO's solution](#)

**396.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

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

[WROwO's solution](#)

**397.**

104270M

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

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**398.**

102770B

[Bin Packing Problem](#) · [Tutorial](#)

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

[WROwO's solution](#)

**399.**

102770A

[AD 2020](#) · [Tutorial](#)

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

[WROwO's solution](#)

**400.**

102770I

[Invoking the Magic](#) · [Tutorial](#)

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

[WROwO's solution](#)

**401.**

102770K

[Killing the Brute-force](#) · [Tutorial](#)

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

[WROwO's solution](#)

**402.**

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**403.**

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**404.**

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**405.**

103104D

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

Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**406.**

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**407.**

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**408.**

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**409.**

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: —

[WROwO's solution](#)

**410.**

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**411.**

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**412.**

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**413.**

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**414.**

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**415.**

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**416.**

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**417.**

104197F

[F\\*\\*\\* 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**418.**

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**419.**

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**420.**

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**421.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**422.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**423.**

103069A

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

Rating: — · first AC: 2023-03-21 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**424.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**425.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**426.**

104095B

[Tubing](#)

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

[WROwO's solution](#)

**427.**

104095K

[IPN2 in IPe†N2](#)

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

[WROwO's solution](#)

**428.**

104095J

[NOE+UR6N 0 ^se^TCE](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**429.**

104095I

[Y\\*Tu3pp](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**430.**

104095E

[Sñová](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**431.**

104095C

[bTutofle°-Æ-Ó•è-](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**432.**

104095A

[siYÓzab](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**433.**

104172C

[Painting Grid](#) · [Tutorial](#)

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

[WROwO's solution](#)

**434.**

104172K

[Maximum GCD](#) · [Tutorial](#)

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

[WROwO's solution](#)

**435.**

104172A

[TreeScript](#) · [Tutorial](#)

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

[WROwO's solution](#)

**436.**

104172H

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

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

[WROwO's solution](#)

**437.**

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**438.**

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**439.**

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**440.**

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**441.**

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**442.**

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**443.**

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**444.**

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**445.**

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**446.**

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**447.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**448.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**449.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**450.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**451.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**452.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**453.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**454.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**455.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**456.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**457.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**458.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**459.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**460.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**461.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**462.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**463.**

104114I

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

Rating: — · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**464.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**465.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**466.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**467.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**468.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**469.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**470.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**471.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**472.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**473.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**474.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**475.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**476.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**477.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**478.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**479.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**480.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**481.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**482.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**483.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**484.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**485.**

104021K

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

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**486.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**487.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**488.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: —

[WROwO's solution](#)

**489.**

104021N

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

Rating: — · first AC: 2022-11-25 · PyPy 3-64 (first AC) · Tags: —

[WROwO's solution](#)

**490.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**491.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**492.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**493.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**494.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**495.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**496.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**497.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**498.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**499.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**500.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**501.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**502.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**503.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**504.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**505.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**506.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**507.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**508.**

104008C

[Array Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**509.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**510.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**511.**

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**512.**

102832J

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**513.**

102832D

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**514.**

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**515.**

102452J

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

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**516.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**517.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**518.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**519.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**520.**

103446B

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

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**521.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**522.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**523.**

103446D

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

Rating: — · first AC: 2021-12-08 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**524.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**525.**

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**526.**

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**527.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**528.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**529.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**530.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**531.**

101955G

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

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**532.**

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**533.**

101955J

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

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**534.**

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**535.**

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**536.**

103957L

[Multiplication Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**537.**

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**538.**

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**539.**

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**540.**

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**541.**

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**542.**

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**543.**

102822K

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

Rating: — · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**544.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**545.**

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**546.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**547.**

103931H

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

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**548.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**549.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**550.**

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**551.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**552.**

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**553.**

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**554.**

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**555.**

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**556.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**557.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

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

[WROwO's solution](#)

**558.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**559.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**560.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**561.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**562.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

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

[WROwO's solution](#)

**563.**

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**564.**

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**565.**

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**566.**

102056F

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

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**567.**

102056I

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

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**568.**

102056L

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

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**569.**

102056D

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

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**570.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[WROwO's solution](#)

**571.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[WROwO's solution](#)

**572.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[WROwO's solution](#)

**573.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[WROwO's solution](#)

**574.**

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**575.**

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**576.**

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**577.**

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**578.**

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**579.**

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**580.**

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**581.**

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**582.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**583.**

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**584.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**585.**

103447B

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

Rating: — · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**586.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**587.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**588.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**589.**

103202K

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

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**590.**

103202F

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

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**591.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**592.**

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · PyPy 3-64 (first AC) · Tags: —

[WROwO's solution](#)

**593.**

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**594.**

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**595.**

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**596.**

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**597.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**598.**

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**599.**

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**600.**

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**601.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**602.**

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**603.**

103328I

[Road Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**604.**

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WROwO's solution](#)

**605.**

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**606.**

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**607.**

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**608.**

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**609.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**610.**

103443D

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

Rating: — · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**611.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**612.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**613.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**614.**

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**615.**

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**616.**

101158C

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

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**617.**

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**618.**

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**619.**

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**620.**

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**621.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**622.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**623.**

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**624.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**625.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**626.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**627.**

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**628.**

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**629.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**630.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**631.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**632.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**633.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**634.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**635.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**636.**

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**637.**

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**638.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**639.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**640.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**641.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**642.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**643.**

103185B

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

Rating: — · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**644.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**645.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**646.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**647.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**648.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**649.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**650.**

103185N

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

Rating: — · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**651.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**652.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**653.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**654.**

103438G

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

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**655.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**656.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**657.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**658.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**659.**

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[WROwO's solution](#)

**660.**

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[WROwO's solution](#)

**661.**

103486L

[Suzuran Loves String](#) · [Tutorial](#)

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**690.**

102956N

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**691.**

102916D

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**693.**

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**703.**

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