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Unique solved — Yu 212

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

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

Filters: none

Count: 371

1.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

[Yu 212's solution](#)

2.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [sortings](#), [strings](#)

[Yu 212's solution](#)

3.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)

[Yu 212's solution](#)

4.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#)

[Yu 212's solution](#)

5.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)

[Yu 212's solution](#)

6.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)

[Yu 212's solution](#)

7.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [binary search](#), [greedy](#), [strings](#), [two pointers](#)

[Yu 212's solution](#)

8.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [sortings](#)

[Yu 212's solution](#)

9.

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[Yu_212's solution](#)

10.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Yu_212's solution](#)

11.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Yu_212's solution](#)

12.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Yu_212's solution](#)

13.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Yu_212's solution](#)

14.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Yu_212's solution](#)

15.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: dp, geometry, greedy, math
[Yu_212's solution](#)

16.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Yu_212's solution](#)

17.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Yu_212's solution](#)

18.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Yu_212's solution](#)

19.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Yu_212's solution](#)

20.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Yu_212's solution](#)

21.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Yu_212's solution](#)

22.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Yu_212's solution](#)

23.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Yu_212's solution](#)

24.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Yu_212's solution](#)

25.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · Java 17 (first AC) · Tags: implementation, math
[Yu_212's solution](#)

26.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-28 · Java 17 (first AC) · Tags: implementation, sortings
[Yu_212's solution](#)

27.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-01-23 · Java 17 (first AC) · Tags: greedy, math
[Yu_212's solution](#)

28.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-19 · Java 17 (first AC) · Tags: greedy, math, number theory
[Yu_212's solution](#)

29.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: brute force, constructive algorithms, implementation
[Yu_212's solution](#)

30.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · Java 17 (first AC) · Tags: constructive algorithms
[Yu_212's solution](#)

31.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · Java 17 (first AC) · Tags: brute force, greedy, sortings

[Yu_212's solution](#)

32.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-19 · Java 17 (first AC) · Tags: geometry, greedy, implementation

[Yu_212's solution](#)

33.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-18 · Java 17 (first AC) · Tags: constructive algorithms, greedy, number theory

[Yu_212's solution](#)

34.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-18 · Java 17 (first AC) · Tags: greedy, implementation

[Yu_212's solution](#)

35.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-27 · Java 17 (first AC) · Tags: constructive algorithms

[Yu_212's solution](#)

36.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-20 · Java 17 (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Yu_212's solution](#)

37.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · Java 11 (first AC) · Tags: games

[Yu_212's solution](#)

38.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: constructive algorithms

[Yu_212's solution](#)

39.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: implementation

[Yu_212's solution](#)

40.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · Java 11 (first AC) · Tags: math, number theory

[Yu_212's solution](#)

41.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Yu_212's solution](#)

42.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Yu_212's solution](#)

43.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Yu_212's solution](#)

44.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Yu_212's solution](#)

45.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Yu_212's solution](#)

46.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Yu_212's solution](#)

47.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · Java 17 (first AC) · Tags: constructive algorithms, greedy

[Yu_212's solution](#)

48.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-19 · Java 17 (first AC) · Tags: greedy, math

[Yu_212's solution](#)

49.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: constructive algorithms, greedy

[Yu_212's solution](#)

50.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · Java 11 (first AC) · Tags: greedy

[Yu_212's solution](#)

51.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · Java 11 (first AC) · Tags: *special, implementation, interactive

[Yu_212's solution](#)

- 52.**
1486A
[Shifting Stacks](#) · [Tutorial](#)
Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation
[Yu_212's solution](#)
- 53.**
1326B
[Maximums](#) · [Tutorial](#)
Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-21 · Java 11 (first AC) · Tags: implementation, math
[Yu_212's solution](#)
- 54.**
2004B
[Game with Doors](#) · [Tutorial](#)
Quality: 31,526 global accepts · Rating: 1000 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[Yu_212's solution](#)
- 55.**
2057B
[Gorilla and the Exam](#) · [Tutorial](#)
Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Yu_212's solution](#)
- 56.**
1691B
[Shoe Shuffling](#) · [Tutorial](#)
Quality: 35,323 global accepts · Rating: 1000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[Yu_212's solution](#)
- 57.**
1916B
[Two Divisors](#) · [Tutorial](#)
Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · Java 17 (first AC) · Tags: constructive algorithms, math, number theory
[Yu_212's solution](#)
- 58.**
1849B
[Monsters](#) · [Tutorial](#)
Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-07-27 · Java 17 (first AC) · Tags: greedy, math, sortings
[Yu_212's solution](#)
- 59.**
1770A
[Koxia and Whiteboards](#) · [Tutorial](#)
Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · Java 17 (first AC) · Tags: brute force, greedy
[Yu_212's solution](#)
- 60.**
1770B
[Koxia and Permutation](#) · [Tutorial](#)
Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · Java 17 (first AC) · Tags: constructive algorithms
[Yu_212's solution](#)
- 61.**
1713B
[Optimal Reduction](#) · [Tutorial](#)
Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-19 · Java 17 (first AC) · Tags: constructive algorithms, sortings
[Yu_212's solution](#)
- 62.**
1695B
[Circle Game](#) · [Tutorial](#)
Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · Java 11 (first AC) · Tags: games, greedy
[Yu_212's solution](#)

63.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Yu_212's solution](#)

64.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation
[Yu_212's solution](#)

65.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[Yu_212's solution](#)

66.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers
[Yu_212's solution](#)

67.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[Yu_212's solution](#)

68.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Yu_212's solution](#)

69.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Yu_212's solution](#)

70.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[Yu_212's solution](#)

71.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Yu_212's solution](#)

72.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp
[Yu_212's solution](#)

73.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Yu_212's solution](#)

74.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Yu_212's solution](#)

75.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Yu_212's solution](#)

76.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Yu_212's solution](#)

77.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Yu_212's solution](#)

78.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-28 · Java 17 (first AC) · Tags: greedy, math

[Yu_212's solution](#)

79.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2023-01-23 · Java 17 (first AC) · Tags: greedy, math

[Yu_212's solution](#)

80.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-18 · Java 17 (first AC) · Tags: greedy, sortings

[Yu_212's solution](#)

81.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-20 · Java 17 (first AC) · Tags: dp, greedy, math

[Yu_212's solution](#)

82.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: greedy, strings

[Yu_212's solution](#)

83.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Yu_212's solution](#)

84.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Yu_212's solution](#)

85.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: binary search, brute force, data structures, greedy

[Yu_212's solution](#)

86.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Yu_212's solution](#)

87.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · Java 17 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Yu_212's solution](#)

88.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Yu_212's solution](#)

89.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Yu_212's solution](#)

90.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · Java 17 (first AC) · Tags: greedy, math

[Yu_212's solution](#)

91.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-19 · Java 17 (first AC) · Tags: constructive algorithms, dp, math

[Yu_212's solution](#)

92.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · Java 11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Yu_212's solution](#)

93.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Yu_212's solution](#)

94.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Yu_212's solution](#)

95.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Yu_212's solution](#)

96.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Yu_212's solution](#)

97.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Yu_212's solution](#)

98.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Yu_212's solution](#)

99.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Yu_212's solution](#)

100.

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · Java 17 (first AC) · Tags: combinatorics, dp, greedy

[Yu_212's solution](#)

101.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-19 · Java 17 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Yu_212's solution](#)

102.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms

[Yu_212's solution](#)

103.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-27 · Java 17 (first AC) · Tags: brute force, graphs

[Yu_212's solution](#)

104.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · Java 11 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[Yu_212's solution](#)

105.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Yu_212's solution](#)

106.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy
[Yu_212's solution](#)

107.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[Yu_212's solution](#)

108.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math
[Yu_212's solution](#)

109.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Yu_212's solution](#)

110.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Yu_212's solution](#)

111.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Yu_212's solution](#)

112.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Yu_212's solution](#)

113.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-20 · Java 17 (first AC) · Tags: dp, flows, greedy, implementation
[Yu_212's solution](#)

114.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · Java 11 (first AC) · Tags: *special, implementation

[Yu_212's solution](#)

115.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Yu_212's solution](#)

116.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Yu_212's solution](#)

117.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Yu_212's solution](#)

118.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Yu_212's solution](#)

119.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[Yu_212's solution](#)

120.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Yu_212's solution](#)

121.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-12-25 · Java 17 (first AC) · Tags: constructive algorithms, dp, greedy

[Yu_212's solution](#)

122.

1711C

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

Rating: 1500 · first AC: 2022-07-27 · Java 17 (first AC) · Tags: constructive algorithms, greedy

[Yu_212's solution](#)

123.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: data structures, greedy, implementation

[Yu_212's solution](#)

124.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: brute force, geometry, implementation, math

[Yu_212's solution](#)

125.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · Java 11 (first AC) · Tags: dp, greedy, strings, two pointers

[Yu_212's solution](#)

126.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Yu_212's solution](#)

127.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Yu_212's solution](#)

128.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Yu_212's solution](#)

129.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Yu_212's solution](#)

130.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Yu_212's solution](#)

131.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Yu_212's solution](#)

132.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[Yu_212's solution](#)

133.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2023-07-27 · Java 17 (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Yu_212's solution](#)

134.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-04-01 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms

[Yu_212's solution](#)

135.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: bitmasks, math

[Yu_212's solution](#)

136.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-12-25 · Java 17 (first AC) · Tags: math, number theory

[Yu_212's solution](#)

137.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · Java 11 (first AC) · Tags: *special, implementation, number theory

[Yu_212's solution](#)

138.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[Yu_212's solution](#)

139.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings, two pointers

[Yu_212's solution](#)

140.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Yu_212's solution](#)

141.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Yu_212's solution](#)

142.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Yu_212's solution](#)

143.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Yu_212's solution](#)

144.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Java 17 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Yu_212's solution](#)

145.

1694D

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

Rating: 1700 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Yu_212's solution](#)

146.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Yu_212's solution](#)

147.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · Java 17 (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Yu_212's solution](#)

148.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · Java 17 (first AC) · Tags: constructive algorithms, greedy, two pointers

[Yu_212's solution](#)

149.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-28 · Java 17 (first AC) · Tags: brute force, greedy, implementation, math

[Yu_212's solution](#)

150.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2023-01-27 · Java 17 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Yu_212's solution](#)

151.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-31 · Java 17 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Yu_212's solution](#)

152.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · Java 11 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Yu_212's solution](#)

153.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: dfs and similar, interactive, math

[Yu_212's solution](#)

154.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Yu_212's solution](#)

155.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Yu_212's solution](#)

156.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Yu_212's solution](#)

157.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Yu_212's solution](#)

158.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-04-01 · Java 17 (first AC) · Tags: data structures, greedy, sortings

[Yu_212's solution](#)

159.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-19 · Java 17 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Yu_212's solution](#)

160.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Yu_212's solution](#)

161.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · Java 17 (first AC) · Tags: data structures, dp, greedy, two pointers

[Yu_212's solution](#)

162.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-24 · Kotlin 1.5 (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Yu_212's solution](#)

163.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · Java 11 (first AC) · Tags: *special, greedy, implementation, shortest paths

[Yu_212's solution](#)

164.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Yu_212's solution](#)

165.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Yu_212's solution](#)

166.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Yu_212's solution](#)

167.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Yu_212's solution](#)

168.

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[Yu_212's solution](#)

169.

1887A2

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

Rating: 1900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Yu_212's solution](#)

170.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-04-01 · Java 17 (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Yu_212's solution](#)

171.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-10-13 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

[Yu_212's solution](#)

172.

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-10-13 · Java 11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Yu_212's solution](#)

173.

1560F1

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

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-10-12 · Java 11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Yu_212's solution](#)

174.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[Yu_212's solution](#)

175.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Yu_212's solution](#)

176.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Yu_212's solution](#)

177.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Yu_212's solution](#)

178.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Yu_212's solution](#)

179.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Yu_212's solution](#)

180.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Yu_212's solution](#)

181.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Yu_212's solution](#)

182.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Yu_212's solution](#)

183.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[Yu_212's solution](#)

184.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Yu_212's solution](#)

185.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Yu_212's solution](#)

186.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Yu_212's solution](#)

187.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-27 · Java 17 (first AC) · Tags: dp, greedy, math, number theory

[Yu_212's solution](#)

188.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · Java 17 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Yu_212's solution](#)

189.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-12-26 · Java 17 (first AC) · Tags: dp, math, probabilities

[Yu_212's solution](#)

190.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-18 · Java 17 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Yu_212's solution](#)

191.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-25 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Yu_212's solution](#)

192.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: dp, greedy, math

[Yu_212's solution](#)

193.

1506G

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

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-10-16 · Java 11 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Yu_212's solution](#)

194.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-10-15 · Java 11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Yu_212's solution](#)

195.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-10-12 · Java 11 (first AC) · Tags: binary search, brute force, dp

[Yu_212's solution](#)

196.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Yu_212's solution](#)

197.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, math, number theory

[Yu_212's solution](#)

198.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Yu_212's solution](#)

199.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Yu_212's solution](#)

200.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Yu_212's solution](#)

201.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · Java 17 (first AC) · Tags: greedy, implementation

[Yu_212's solution](#)

202.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · Java 17 (first AC) · Tags: constructive algorithms, number theory

[Yu_212's solution](#)

203.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[Yu_212's solution](#)

204.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-26 · Java 11 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Yu_212's solution](#)

205.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-10-22 · Java 11 (first AC) · Tags: constructive algorithms, implementation, math
[Yu_212's solution](#)

206.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · Java 11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[Yu_212's solution](#)

207.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp
[Yu_212's solution](#)

208.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[Yu_212's solution](#)

209.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[Yu_212's solution](#)

210.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[Yu_212's solution](#)

211.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-07-11 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
[Yu_212's solution](#)

212.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-07-11 · Java 17 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[Yu_212's solution](#)

213.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · Java 11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
[Yu_212's solution](#)

214.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · Java 11 (first AC) · Tags: brute force, data structures, greedy, strings
[Yu_212's solution](#)

215.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Yu_212's solution](#)

216.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Yu_212's solution](#)

217.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Yu_212's solution](#)

218.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Yu_212's solution](#)

219.

1694E

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

Rating: 2300 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[Yu_212's solution](#)

220.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · Java 17 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Yu_212's solution](#)

221.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-21 · Java 17 (first AC) · Tags: combinatorics, math, number theory

[Yu_212's solution](#)

222.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-18 · Java 17 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Yu_212's solution](#)

223.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2022-07-27 · Java 17 (first AC) · Tags: brute force, dp, implementation, math, trees

[Yu_212's solution](#)

224.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-27 · Java 17 (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Yu_212's solution](#)

225.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-07-11 · Java 17 (first AC) · Tags: implementation, math, probabilities

[Yu_212's solution](#)

226.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-07-09 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Yu_212's solution](#)

227.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · Java 11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Yu_212's solution](#)

228.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · Java 11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Yu_212's solution](#)

229.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Yu_212's solution](#)

230.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Yu_212's solution](#)

231.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[Yu_212's solution](#)

232.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Yu_212's solution](#)

233.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Yu_212's solution](#)

234.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · Java 17 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Yu_212's solution](#)

235.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-12-26 · Java 17 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Yu_212's solution](#)

236.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-05 · Java 11 (first AC) · Tags: combinatorics, dp, games

[Yu_212's solution](#)

237.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Yu_212's solution](#)

238.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Yu_212's solution](#)

239.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Yu_212's solution](#)

240.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Yu_212's solution](#)

241.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · Java 17 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Yu_212's solution](#)

242.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Yu_212's solution](#)

243.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Yu_212's solution](#)

244.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Yu_212's solution](#)

245.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Yu_212's solution](#)

246.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Yu_212's solution](#)

247.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Yu_212's solution](#)

248.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Yu_212's solution](#)

249.

1686F

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Yu_212's solution](#)

250.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Yu_212's solution](#)

251.

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

252.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · PyPy 3-64 (first AC) · Tags: —

[Yu_212's solution](#)

253.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

254.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

255.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

256.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

257.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

258.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

259.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Yu_212's solution](#)

260.

104128I

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

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Yu_212's solution](#)

261.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Yu_212's solution](#)

262.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Java 21 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[Yu_212's solution](#)

263.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · Java 21 (first AC) · Tags: *special, brute force

[Yu_212's solution](#)

264.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Java 21 (first AC) · Tags: *special, strings

[Yu_212's solution](#)

265.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

266.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

267.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

268.

104076D

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

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

269.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

270.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

271.

104076M

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

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

272.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

273.

102056C

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

274.

102056F

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

275.

102056I

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

276.

102056L

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

277.

102056D

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

278.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

279.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

280.

104118F

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

281.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

282.

104118J

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

283.

104118G

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

284.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

285.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

286.

104118A

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

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

287.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

288.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

289.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

290.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

291.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

292.

103119L

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

Rating: — · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

293.

104976B

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

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

294.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

295.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

296.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

297.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

298.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

299.

103637D

[Dull game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

300.

103637F

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

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

301.

103637H

[Hockey championship](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

302.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

303.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

304.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

305.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

306.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

307.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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308.

103637L

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309.

104021L

[Xian Xiang](#) · [Tutorial](#)

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310.

104021C

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311.

104021K

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312.

104021H

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313.

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314.

104021D

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315.

104021F

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316.

104021G

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317.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · PyPy 3-64 (first AC) · Tags: —

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318.

104021B

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319.

104021N

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320.

102439G

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321.

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322.

102439C

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323.

102439E

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Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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324.

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Rating: — · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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325.

102439H

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326.

102439F

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327.

104871K

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329.

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331.

104871H

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332.

104871C

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104871B

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335.

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Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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336.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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337.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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338.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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339.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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340.

104875G

[Going in Circles](#) · [Tutorial](#)

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[Yu_212's solution](#)

341.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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342.

104875H

[High-quality Tree](#) · [Tutorial](#)

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343.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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344.

104875D

[Delft Distance](#) · [Tutorial](#)

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345.

104875B

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346.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

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347.

104875I

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348.

104022G

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349.

104022K

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Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

350.

104022B

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351.

104022E

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352.

104022J

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[Yu_212's solution](#)

353.

104022A

[Best Player](#) · [Tutorial](#)

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354.

104077B

[Cells Coloring](#) · [Tutorial](#)

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[Yu_212's solution](#)

355.

104077A

[Bridge](#) · [Tutorial](#)

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[Yu_212's solution](#)

356.

104077L

[Tree](#) · [Tutorial](#)

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[Yu_212's solution](#)

357.

104077E

[Find Maximum](#) · [Tutorial](#)

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[Yu_212's solution](#)

358.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

359.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

360.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Yu_212's solution](#)

361.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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362.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · Java 17 (first AC) · Tags: *special

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363.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · Java 17 (first AC) · Tags: *special, number theory

[Yu_212's solution](#)

364.

1812J

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Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Yu_212's solution](#)

365.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Java 17 (first AC) · Tags: *special, constructive algorithms, geometry, math
[Yu_212's solution](#)

366.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Java 17 (first AC) · Tags: *special, constructive algorithms, math, number theory
[Yu_212's solution](#)

367.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Java 17 (first AC) · Tags: *special, expression parsing, strings
[Yu_212's solution](#)

368.

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Java 11 (first AC) · Tags: *special, expression parsing, trees
[Yu_212's solution](#)

369.

1331E

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Quality: 1,239 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, geometry, implementation
[Yu_212's solution](#)

370.

1331B

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Quality: 7,160 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory
[Yu_212's solution](#)

371.

1331A

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Quality: 17,508 global accepts · Rating: — · first AC: 2022-04-01 · Kotlin 1.4 (first AC) · Tags: *special
[Yu_212's solution](#)