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Unique solved — Zcusss

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

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

Filters: none

Count: 389

- 1.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Zcusss's solution](#)
- 2.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

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

[Zcusss's solution](#)
- 3.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,262 global accepts · Rating: 800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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- 4.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Zcusss's solution](#)
- 5.**

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

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- 6.**

1569A

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

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

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- 7.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Zcusss's solution](#)
- 8.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Zcusss's solution](#)
- 9.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Zcusss's solution](#)

10.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,899 global accepts · Rating: 800 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: bitmasks

[Zcusss's solution](#)

11.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[Zcusss's solution](#)

12.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

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13.

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[Zcusss's solution](#)

14.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: math

[Zcusss's solution](#)

15.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Zcusss's solution](#)

16.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Zcusss's solution](#)

17.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Zcusss's solution](#)

18.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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19.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Zcusss's solution](#)

20.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Zcusss's solution](#)

21.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Zcusss's solution](#)

22.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[Zcusss's solution](#)

23.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: implementation, strings

[Zcusss's solution](#)

24.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation, math

[Zcusss's solution](#)

25.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Zcusss's solution](#)

26.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Zcusss's solution](#)

27.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Zcusss's solution](#)

28.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Zcusss's solution](#)

29.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Zcusss's solution](#)

30.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,298 global accepts · Rating: 900 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Zcusss's solution](#)

31.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, math

[Zcusss's solution](#)

32.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[Zcusss's solution](#)

33.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation

[Zcusss's solution](#)

34.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: implementation

[Zcusss's solution](#)

35.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Zcusss's solution](#)

36.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[Zcusss's solution](#)

37.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Zcusss's solution](#)

38.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zcusss's solution](#)

39.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-30 · last AC: 2020-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Zcusss's solution](#)

40.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,836 global accepts · Rating: 1000 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: math

[Zcusss's solution](#)

41.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: brute force, math

[Zcusss's solution](#)

- 42.**
1430C
[Numbers on Whiteboard](#) · [Tutorial](#)
Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Zcusss's solution](#)
- 43.**
1293B
[JOE is on TV!](#) · [Tutorial](#)
Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[Zcusss's solution](#)
- 44.**
1230B
[Ania and Minimizing](#) · [Tutorial](#)
Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[Zcusss's solution](#)
- 45.**
1153A
[Serval and Bus](#) · [Tutorial](#)
Quality: 12,105 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math
[Zcusss's solution](#)
- 46.**
1140A
[Detective Book](#) · [Tutorial](#)
Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation
[Zcusss's solution](#)
- 47.**
1139B
[Chocolates](#) · [Tutorial](#)
Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation
[Zcusss's solution](#)
- 48.**
1141A
[Game 23](#) · [Tutorial](#)
Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: implementation, math
[Zcusss's solution](#)
- 49.**
1610B
[Kalindrome Array](#) · [Tutorial](#)
Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[Zcusss's solution](#)
- 50.**
1609B
[William the Vigilant](#) · [Tutorial](#)
Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Zcusss's solution](#)
- 51.**
1435B
[A New Technique](#) · [Tutorial](#)
Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Zcusss's solution](#)
- 52.**
1395B
[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[Zcusss's solution](#)

53.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[Zcusss's solution](#)

54.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[Zcusss's solution](#)

55.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[Zcusss's solution](#)

56.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Zcusss's solution](#)

57.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Zcusss's solution](#)

58.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Zcusss's solution](#)

59.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Zcusss's solution](#)

60.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zcusss's solution](#)

61.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Zcusss's solution](#)

62.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[Zcusss's solution](#)

63.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Zcusss's solution](#)

64.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · last AC: 2019-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Zcusss's solution](#)

65.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[Zcusss's solution](#)

66.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[Zcusss's solution](#)

67.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Zcusss's solution](#)

68.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Zcusss's solution](#)

69.

1561B

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

Rating: 1300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Zcusss's solution](#)

70.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,413 global accepts · Rating: 1300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Zcusss's solution](#)

71.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Zcusss's solution](#)

72.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Zcusss's solution](#)

73.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Zcusss's solution](#)

74.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zcusss's solution](#)

75.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[Zcusss's solution](#)

76.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[Zcusss's solution](#)

77.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[Zcusss's solution](#)

78.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Zcusss's solution](#)

79.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Zcusss's solution](#)

80.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Zcusss's solution](#)

81.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-23 · last AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Zcusss's solution](#)

82.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Zcusss's solution](#)

83.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation, math

[Zcusss's solution](#)

84.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Zcusss's solution](#)

85.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Zcusss's solution](#)

86.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: implementation, math

[Zcusss's solution](#)

87.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Zcusss's solution](#)

88.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Zcusss's solution](#)

89.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Zcusss's solution](#)

90.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Zcusss's solution](#)

91.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Zcusss's solution](#)

92.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[Zcusss's solution](#)

93.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[Zcusss's solution](#)

94.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Zcusss's solution](#)

95.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Zcusss's solution](#)

96.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[Zcusss's solution](#)

97.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-03-21 · last AC: 2019-12-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Zcusss's solution](#)

98.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[Zcusss's solution](#)

99.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: math

[Zcusss's solution](#)

100.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Zcusss's solution](#)

101.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Zcusss's solution](#)

102.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Zcusss's solution](#)

103.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1600 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Zcusss's solution](#)

104.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Zcusss's solution](#)

105.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-08-27 · last AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Zcusss's solution](#)

106.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Zcusss's solution](#)

107.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Zcusss's solution](#)

108.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Zcusss's solution](#)

109.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Zcusss's solution](#)

110.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[Zcusss's solution](#)

111.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[Zcusss's solution](#)

112.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[Zcusss's solution](#)

113.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Zcusss's solution](#)

114.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Zcusss's solution](#)

115.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Zcusss's solution](#)

116.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Zcusss's solution](#)

117.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Zcusss's solution](#)

118.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Zcusss's solution](#)

119.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Zcusss's solution](#)

120.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-08-27 · last AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Zcusss's solution](#)

121.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Zcusss's solution](#)

122.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, schedules

[Zcusss's solution](#)

123.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,305 global accepts · Rating: 1700 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Zcusss's solution](#)

124.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: brute force

[Zcusss's solution](#)

125.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Zcusss's solution](#)

126.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[Zcusss's solution](#)

127.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[Zcusss's solution](#)

128.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

[Zcusss's solution](#)

129.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: greedy, strings

[Zcusss's solution](#)

130.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: math

[Zcusss's solution](#)

131.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Zcusss's solution](#)

132.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Zcusss's solution](#)

133.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Zcusss's solution](#)

134.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Zcusss's solution](#)

135.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Zcusss's solution](#)

136.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Zcusss's solution](#)

137.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Zcusss's solution](#)

138.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Zcusss's solution](#)

139.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[Zcusss's solution](#)

140.

1395D

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

Rating: 1800 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings

[Zcusss's solution](#)

141.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[Zcusss's solution](#)

142.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Zcusss's solution](#)

143.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2019-12-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Zcusss's solution](#)

144.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[Zcusss's solution](#)

145.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Zcusss's solution](#)

146.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Zcusss's solution](#)

147.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Zcusss's solution](#)

148.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Zcusss's solution](#)

149.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Zcusss's solution](#)

150.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Zcusss's solution](#)

151.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Zcusss's solution](#)

152.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Zcusss's solution](#)

153.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[Zcusss's solution](#)

154.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[Zcusss's solution](#)

155.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, dp

[Zcusss's solution](#)

156.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Zcusss's solution](#)

157.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[Zcusss's solution](#)

158.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-23 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[Zcusss's solution](#)

159.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: data structures, number theory

[Zcusss's solution](#)

160.

1153D

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

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-13 · last AC: 2019-04-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Zcusss's solution](#)

161.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Zcusss's solution](#)

162.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Zcusss's solution](#)

163.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Zcusss's solution](#)

164.

1561E

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

Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Zcusss's solution](#)

165.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Zcusss's solution](#)

166.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[Zcusss's solution](#)

167.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-11-03 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Zcusss's solution](#)

168.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Zcusss's solution](#)

169.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Zcusss's solution](#)

170.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: data structures

[Zcusss's solution](#)

171.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[Zcusss's solution](#)

172.

1654D

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

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

[Zcusss's solution](#)

173.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Zcusss's solution](#)

174.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Zcusss's solution](#)

175.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Zcusss's solution](#)

176.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Zcusss's solution](#)

177.

1435E

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory, ternary search

[Zcusss's solution](#)

178.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Zcusss's solution](#)

179.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Zcusss's solution](#)

180.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Zcusss's solution](#)

181.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Zcusss's solution](#)

182.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Zcusss's solution](#)

183.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Zcusss's solution](#)

184.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Zcusss's solution](#)

185.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Zcusss's solution](#)

186.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-08-27 · last AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Zcusss's solution](#)

187.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Zcusss's solution](#)

188.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[Zcusss's solution](#)

189.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Zcusss's solution](#)

190.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-10-20 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zcusss's solution](#)

191.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: data structures

[Zcusss's solution](#)

192.

7D

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: hashing, strings

[Zcusss's solution](#)

193.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[Zcusss's solution](#)

194.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Zcusss's solution](#)

195.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Zcusss's solution](#)

196.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Zcusss's solution](#)

197.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Zcusss's solution](#)

198.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Zcusss's solution](#)

199.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Zcusss's solution](#)

200.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Zcusss's solution](#)

201.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Zcusss's solution](#)

202.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Zcusss's solution](#)

203.

1395E

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

Rating: 2300 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, hashing

[Zcusss's solution](#)

204.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[Zcusss's solution](#)

205.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[Zcusss's solution](#)

206.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Zcusss's solution](#)

207.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Zcusss's solution](#)

208.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Zcusss's solution](#)

209.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[Zcusss's solution](#)

210.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Zcusss's solution](#)

211.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Zcusss's solution](#)

212.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Zcusss's solution](#)

213.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Zcusss's solution](#)

214.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Zcusss's solution](#)

215.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms,

math

[Zcusss's solution](#)

216.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Zcusss's solution](#)

217.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Zcusss's solution](#)

218.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: data structures, dp

[Zcusss's solution](#)

219.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2019-09-29 · last AC: 2019-09-29 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Zcusss's solution](#)

220.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2019-09-11 · last AC: 2019-09-11 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[Zcusss's solution](#)

221.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[Zcusss's solution](#)

222.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Zcusss's solution](#)

223.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Zcusss's solution](#)

224.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Zcusss's solution](#)

225.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-08-26 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Zcusss's solution](#)

226.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[Zcusss's solution](#)

227.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Zcusss's solution](#)

228.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Zcusss's solution](#)

229.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-08-26 · last AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Zcusss's solution](#)

230.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-23 · last AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Zcusss's solution](#)

231.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Zcusss's solution](#)

232.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Zcusss's solution](#)

233.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: dp, number theory

[Zcusss's solution](#)

234.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Zcusss's solution](#)

235.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Zcusss's solution](#)

236.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Zcusss's solution](#)

237.

1340D

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

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Zcusss's solution](#)

238.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · last AC: 2021-09-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Zcusss's solution](#)

239.

1561F

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Zcusss's solution](#)

240.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Zcusss's solution](#)

241.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Zcusss's solution](#)

242.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-23 · last AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Zcusss's solution](#)

243.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Zcusss's solution](#)

244.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp, greedy

[Zcusss's solution](#)

245.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2021-06-25 · last AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[Zcusss's solution](#)

246.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Zcusss's solution](#)

247.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: math

[Zcusss's solution](#)

248.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[Zcusss's solution](#)

249.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[Zcusss's solution](#)

250.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[Zcusss's solution](#)

251.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-08-12 · last AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Zcusss's solution](#)

252.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Zcusss's solution](#)

253.

896C

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

Quality: 4,436 global accepts · Rating: 2600 · first AC: 2019-10-05 · last AC: 2019-10-05 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Zcusss's solution](#)

254.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Zcusss's solution](#)

255.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, math, trees

[Zcusss's solution](#)

256.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Zcusss's solution](#)

257.

1521E

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

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Zcusss's solution](#)

258.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Zcusss's solution](#)

259.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Zcusss's solution](#)

260.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[Zcusss's solution](#)

261.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, matrices

[Zcusss's solution](#)

262.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[Zcusss's solution](#)

263.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Zcusss's solution](#)

264.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Zcusss's solution](#)

265.

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Zcusss's solution](#)

266.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Zcusss's solution](#)

267.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Zcusss's solution](#)

268.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Zcusss's solution](#)

269.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Zcusss's solution](#)

270.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Zcusss's solution](#)

271.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Zcusss's solution](#)

272.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Zcusss's solution](#)

273.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Zcusss's solution](#)

274.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Zcusss's solution](#)

275.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[Zcusss's solution](#)

276.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Zcusss's solution](#)

277.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Zcusss's solution](#)

278.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Zcusss's solution](#)

279.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Zcusss's solution](#)

280.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Zcusss's solution](#)

281.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[Zcusss's solution](#)

282.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Zcusss's solution](#)

283.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Zcusss's solution](#)

284.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[Zcusss's solution](#)

285.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Zcusss's solution](#)

286.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Zcusss's solution](#)

287.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp, greedy

[Zcusss's solution](#)

288.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Zcusss's solution](#)

289.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Zcusss's solution](#)

290.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Zcusss's solution](#)

291.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Zcusss's solution](#)

292.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Zcusss's solution](#)

293.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Zcusss's solution](#)

294.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Zcusss's solution](#)

295.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Zcusss's solution](#)

296.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: dp, greedy

[Zcusss's solution](#)

297.

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[Zcusss's solution](#)

298.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing

[Zcusss's solution](#)

299.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: data structures, strings

[Zcusss's solution](#)

300.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[Zcusss's solution](#)

301.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[Zcusss's solution](#)

302.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, interactive

[Zcusss's solution](#)

303.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Zcusss's solution](#)

304.

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2020-08-29 · last AC: 2020-08-29 · GNU C++11 (first AC) · Tags: brute force, dp

[Zcusss's solution](#)

305.

1610I

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[Zcusss's solution](#)

306.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Zcusss's solution](#)

307.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Zcusss's solution](#)

308.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2021-04-14 · last AC: 2021-06-21 · GNU C++11 (first AC) · Tags: math, number theory

[Zcusss's solution](#)

309.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Zcusss's solution](#)

310.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[Zcusss's solution](#)

311.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Zcusss's solution](#)

312.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Zcusss's solution](#)

313.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[Zcusss's solution](#)

314.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[Zcusss's solution](#)

315.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: matrices, trees

[Zcusss's solution](#)

316.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees

[Zcusss's solution](#)

317.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[Zcusss's solution](#)

318.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[Zcusss's solution](#)

319.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Zcusss's solution](#)

320.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[Zcusss's solution](#)

321.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: games

[Zcusss's solution](#)

322.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, math

[Zcusss's solution](#)

323.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Zcusss's solution](#)

324.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing

[Zcusss's solution](#)

325.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Zcusss's solution](#)

326.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Zcusss's solution](#)

327.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Zcusss's solution](#)

328.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings
[Zcusss's solution](#)

329.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-04-02 · last AC: 2021-04-02 · GNU C++11 (first AC) · Tags: greedy, trees
[Zcusss's solution](#)

330.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[Zcusss's solution](#)

331.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory
[Zcusss's solution](#)

332.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, trees
[Zcusss's solution](#)

333.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[Zcusss's solution](#)

334.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[Zcusss's solution](#)

335.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[Zcusss's solution](#)

336.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[Zcusss's solution](#)

337.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Zcusss's solution](#)

338.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[Zcusss's solution](#)

339.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

340.

103495F

[Jumping Monkey II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

341.

103495H

[Reverse the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

342.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

343.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

344.

103495C

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

Rating: — · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

345.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

346.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

347.

102992J

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

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

348.

102992H

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

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

349.

102992D

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

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

350.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

351.

102992L

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

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

352.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

353.

102992K

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

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

354.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

355.

102889G

[g = QKN \[•{±T'í](#)

Rating: — · first AC: 2022-03-10 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

356.

102889I

[Poison AND^OR Affection](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

357.

102889F

[woafnrnaetns N kceap](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

358.

102889J

[bISdndR](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

359.

102889H

[\[•SindR e/•ÚS](#)

Rating: — · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

360.

102889E

[••OSrÁNq](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

361.

102889B

[VytėaSi](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

362.

102889D

[h Nterial](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

363.

102889A

[gjeVào Sb](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

364.

102889C

[NtoSia\[P](#)

Rating: — · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

365.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

366.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

367.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

368.

103446I

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

Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

369.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

370.

103446B

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

Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

371.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

372.

103446D

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

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

373.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

374.

103488E

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · last AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

375.

103488I

[If I Catch You](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

376.

103488H

[Hile and Subsequences' MEX](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

377.

103488K

[Klee and Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

378.

103488G

[Generate 7 Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

379.

103488L

[Lexicographic Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

380.

103488F

[Future Vision](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

381.

103488D

[Diseased String](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

382.

103488J

[Jiubei and Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Zcusss's solution](#)

383.

103488C

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

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

384.

103488B

[Boboge and Tall Building](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

385.

103488A

[All in!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Zcusss's solution](#)

386.

102586J

[Median Replace Hard](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

387.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)

388.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special

[Zcusss's solution](#)

389.

100958I

[Substring Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Zcusss's solution](#)