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Unique solved — HUECTRUM

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

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

Filters: none

Count: 540

1.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [sortings](#), [strings](#)

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2.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)

[_HUECTRUM_'s solution](#)

3.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)

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4.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)

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5.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: [dp](#), [greedy](#), [sortings](#)

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6.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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7.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)

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8.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)

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9.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#)

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10.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[_HUECTRUM_'s solution](#)

11.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[_HUECTRUM_'s solution](#)

12.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[_HUECTRUM_'s solution](#)

13.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[_HUECTRUM_'s solution](#)

14.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings
[_HUECTRUM_'s solution](#)

15.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[_HUECTRUM_'s solution](#)

16.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[_HUECTRUM_'s solution](#)

17.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[_HUECTRUM_'s solution](#)

18.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[_HUECTRUM_'s solution](#)

19.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[_HUECTRUM_'s solution](#)

20.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[_HUECTRUM_'s solution](#)

21.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[_HUECTRUM_'s solution](#)

22.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[_HUECTRUM_'s solution](#)

23.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[_HUECTRUM_'s solution](#)

24.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[_HUECTRUM_'s solution](#)

25.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[_HUECTRUM_'s solution](#)

26.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[_HUECTRUM_'s solution](#)

27.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[_HUECTRUM_'s solution](#)

28.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[_HUECTRUM_'s solution](#)

29.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[_HUECTRUM_'s solution](#)

30.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[_HUECTRUM_'s solution](#)

31.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[_HUECTRUM_'s solution](#)

32.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_HUECTRUM_'s solution](#)

33.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[_HUECTRUM_'s solution](#)

34.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[_HUECTRUM_'s solution](#)

35.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[_HUECTRUM_'s solution](#)

36.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[_HUECTRUM_'s solution](#)

37.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[_HUECTRUM_'s solution](#)

38.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[_HUECTRUM_'s solution](#)

39.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[_HUECTRUM_'s solution](#)

40.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_HUECTRUM_'s solution](#)

41.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[_HUECTRUM_'s solution](#)

- 42.**
1994A
[Diverse Game](#) · [Tutorial](#)
Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[_HUECTRUM_'s solution](#)
- 43.**
1983A
[Array Divisibility](#) · [Tutorial](#)
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[_HUECTRUM_'s solution](#)
- 44.**
1989A
[Catch the Coin](#) · [Tutorial](#)
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[_HUECTRUM_'s solution](#)
- 45.**
1978B
[New Bakery](#) · [Tutorial](#)
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[_HUECTRUM_'s solution](#)
- 46.**
1978A
[Alice and Books](#) · [Tutorial](#)
Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[_HUECTRUM_'s solution](#)
- 47.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[_HUECTRUM_'s solution](#)
- 48.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[_HUECTRUM_'s solution](#)
- 49.**
1968B
[Prefigence](#) · [Tutorial](#)
Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[_HUECTRUM_'s solution](#)
- 50.**
1968A
[Maximize?](#) · [Tutorial](#)
Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[_HUECTRUM_'s solution](#)
- 51.**
1972A
[Contest Proposal](#) · [Tutorial](#)
Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
[_HUECTRUM_'s solution](#)
- 52.**
1969A
[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[_HUECTRUM_'s solution](#)

53.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[_HUECTRUM_'s solution](#)

54.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[_HUECTRUM_'s solution](#)

55.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_HUECTRUM_'s solution](#)

56.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[_HUECTRUM_'s solution](#)

57.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[_HUECTRUM_'s solution](#)

58.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[_HUECTRUM_'s solution](#)

59.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[_HUECTRUM_'s solution](#)

60.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[_HUECTRUM_'s solution](#)

61.

2042B

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

Quality: 19,487 global accepts · Rating: 900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[_HUECTRUM_'s solution](#)

62.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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63.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[_HUECTRUM_'s solution](#)

64.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_HUECTRUM_'s solution](#)

65.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[_HUECTRUM_'s solution](#)

66.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,544 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[_HUECTRUM_'s solution](#)

67.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[_HUECTRUM_'s solution](#)

68.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_HUECTRUM_'s solution](#)

69.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_HUECTRUM_'s solution](#)

70.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[_HUECTRUM_'s solution](#)

71.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[_HUECTRUM_'s solution](#)

72.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[_HUECTRUM_'s solution](#)

73.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[_HUECTRUM_'s solution](#)

74.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: strings
[_HUECTRUM_'s solution](#)

75.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[_HUECTRUM_'s solution](#)

76.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[_HUECTRUM_'s solution](#)

77.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[_HUECTRUM_'s solution](#)

78.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[_HUECTRUM_'s solution](#)

79.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[_HUECTRUM_'s solution](#)

80.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[_HUECTRUM_'s solution](#)

81.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[_HUECTRUM_'s solution](#)

82.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[_HUECTRUM_'s solution](#)

83.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[_HUECTRUM_'s solution](#)

84.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[_HUECTRUM_'s solution](#)

85.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[_HUECTRUM_'s solution](#)

86.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[_HUECTRUM_'s solution](#)

87.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[_HUECTRUM_'s solution](#)

88.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[_HUECTRUM_'s solution](#)

89.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[_HUECTRUM_'s solution](#)

90.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[_HUECTRUM_'s solution](#)

91.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[_HUECTRUM_'s solution](#)

92.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[_HUECTRUM_'s solution](#)

93.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[_HUECTRUM_'s solution](#)

94.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[_HUECTRUM_'s solution](#)

95.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[_HUECTRUM_'s solution](#)

96.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[_HUECTRUM_'s solution](#)

97.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[_HUECTRUM_'s solution](#)

98.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[_HUECTRUM_'s solution](#)

99.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_HUECTRUM_'s solution](#)

100.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[_HUECTRUM_'s solution](#)

101.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[_HUECTRUM_'s solution](#)

102.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[_HUECTRUM_'s solution](#)

103.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[_HUECTRUM_'s solution](#)

104.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[_HUECTRUM_'s solution](#)

105.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[_HUECTRUM_'s solution](#)

106.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_HUECTRUM_'s solution](#)

107.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[_HUECTRUM_'s solution](#)

108.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[_HUECTRUM_'s solution](#)

109.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[_HUECTRUM_'s solution](#)

110.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[_HUECTRUM_'s solution](#)

111.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[_HUECTRUM_'s solution](#)

112.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[_HUECTRUM_'s solution](#)

113.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · last AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[_HUECTRUM_'s solution](#)

114.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · Tutorial

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[_HUECTRUM_'s solution](#)

115.

2069B

[Set of Strangers](#) · Tutorial

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[_HUECTRUM_'s solution](#)

116.

2067B

[Two Large Bags](#) · Tutorial

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[_HUECTRUM_'s solution](#)

117.

2005B2

[The Strict Teacher \(Hard Version\)](#) · Tutorial

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[_HUECTRUM_'s solution](#)

118.

2000D

[Right Left Wrong](#) · Tutorial

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[_HUECTRUM_'s solution](#)

119.

2002C

[Black Circles](#) · Tutorial

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[_HUECTRUM_'s solution](#)

120.

612B

[HDD is Outdated Technology](#) · Tutorial

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_HUECTRUM_'s solution](#)

121.

1983B

[Corner Twist](#) · Tutorial

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[_HUECTRUM_'s solution](#)

122.

1979C

[Earning on Bets](#) · Tutorial

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[_HUECTRUM_'s solution](#)

123.

1954B

[Make It Ugly](#) · Tutorial

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_HUECTRUM_'s solution](#)

124.

1954C

[Long Multiplication](#) · Tutorial

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[_HUECTRUM_'s solution](#)

125.

1951B

[Battle Cows](#) · [Tutorial](#)

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

126.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation
[_HUECTRUM_'s solution](#)

127.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers
[_HUECTRUM_'s solution](#)

128.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[_HUECTRUM_'s solution](#)

129.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[_HUECTRUM_'s solution](#)

130.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[_HUECTRUM_'s solution](#)

131.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[_HUECTRUM_'s solution](#)

132.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[_HUECTRUM_'s solution](#)

133.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,642 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[_HUECTRUM_'s solution](#)

134.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[_HUECTRUM_'s solution](#)

135.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[_HUECTRUM_'s solution](#)

136.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[_HUECTRUM_'s solution](#)

137.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[_HUECTRUM_'s solution](#)

138.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[_HUECTRUM_'s solution](#)

139.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[_HUECTRUM_'s solution](#)

140.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[_HUECTRUM_'s solution](#)

141.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[_HUECTRUM_'s solution](#)

142.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[_HUECTRUM_'s solution](#)

143.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[_HUECTRUM_'s solution](#)

144.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[_HUECTRUM_'s solution](#)

145.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[_HUECTRUM_'s solution](#)

146.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[_HUECTRUM_'s solution](#)

147.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[_HUECTRUM_'s solution](#)

148.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[_HUECTRUM_'s solution](#)

149.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[_HUECTRUM_'s solution](#)

150.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[_HUECTRUM_'s solution](#)

151.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[_HUECTRUM_'s solution](#)

152.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[_HUECTRUM_'s solution](#)

153.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[_HUECTRUM_'s solution](#)

154.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[_HUECTRUM_'s solution](#)

155.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[_HUECTRUM_'s solution](#)

156.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[_HUECTRUM_'s solution](#)

157.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[_HUECTRUM_'s solution](#)

158.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[_HUECTRUM_'s solution](#)

159.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_HUECTRUM_'s solution](#)

160.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, expression parsing, math

[_HUECTRUM_'s solution](#)

161.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[_HUECTRUM_'s solution](#)

162.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[_HUECTRUM_'s solution](#)

163.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[_HUECTRUM_'s solution](#)

164.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[_HUECTRUM_'s solution](#)

165.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[_HUECTRUM_'s solution](#)

166.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[_HUECTRUM_'s solution](#)

167.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[_HUECTRUM_'s solution](#)

168.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[_HUECTRUM_'s solution](#)

169.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[_HUECTRUM_'s solution](#)

170.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[_HUECTRUM_'s solution](#)

171.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[_HUECTRUM_'s solution](#)

172.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[_HUECTRUM_'s solution](#)

173.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[_HUECTRUM_'s solution](#)

174.

2069C

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

Quality: 14,828 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two

pointers

[_HUECTRUM_'s solution](#)

175.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[_HUECTRUM_'s solution](#)

176.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[_HUECTRUM_'s solution](#)

177.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[_HUECTRUM_'s solution](#)

178.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, hashing, number theory

[_HUECTRUM_'s solution](#)

179.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[_HUECTRUM_'s solution](#)

180.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[_HUECTRUM_'s solution](#)

181.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[_HUECTRUM_'s solution](#)

182.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[_HUECTRUM_'s solution](#)

183.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[_HUECTRUM_'s solution](#)

184.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[_HUECTRUM_'s solution](#)

185.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[_HUECTRUM_'s solution](#)

186.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[_HUECTRUM_'s solution](#)

187.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[_HUECTRUM_'s solution](#)

188.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[_HUECTRUM_'s solution](#)

189.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[_HUECTRUM_'s solution](#)

190.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[_HUECTRUM_'s solution](#)

191.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[_HUECTRUM_'s solution](#)

192.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[_HUECTRUM_'s solution](#)

193.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[_HUECTRUM_'s solution](#)

194.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[_HUECTRUM_'s solution](#)

195.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[_HUECTRUM_'s solution](#)

196.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[_HUECTRUM_'s solution](#)

197.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_HUECTRUM_'s solution](#)

198.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[_HUECTRUM_'s solution](#)

199.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[_HUECTRUM_'s solution](#)

200.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[_HUECTRUM_'s solution](#)

201.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[_HUECTRUM_'s solution](#)

202.

1879D

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

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[_HUECTRUM_'s solution](#)

203.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[_HUECTRUM_'s solution](#)

204.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[_HUECTRUM_'s solution](#)

205.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[_HUECTRUM_'s solution](#)

206.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers

[_HUECTRUM_'s solution](#)

207.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-05-02 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[_HUECTRUM_'s solution](#)

208.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[_HUECTRUM_'s solution](#)

209.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[_HUECTRUM_'s solution](#)

210.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[_HUECTRUM_'s solution](#)

211.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[_HUECTRUM_'s solution](#)

212.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[_HUECTRUM_'s solution](#)

213.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[_HUECTRUM_'s solution](#)

214.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[_HUECTRUM_'s solution](#)

215.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[_HUECTRUM_'s solution](#)

216.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[_HUECTRUM_'s solution](#)

217.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[_HUECTRUM_'s solution](#)

218.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-10 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[_HUECTRUM_'s solution](#)

219.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[_HUECTRUM_'s solution](#)

220.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings
[_HUECTRUM_'s solution](#)

221.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[_HUECTRUM_'s solution](#)

222.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[_HUECTRUM_'s solution](#)

223.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy
[_HUECTRUM_'s solution](#)

224.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp
[_HUECTRUM_'s solution](#)

225.

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[_HUECTRUM_'s solution](#)

226.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[_HUECTRUM_'s solution](#)

227.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[_HUECTRUM_'s solution](#)

228.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[_HUECTRUM_'s solution](#)

229.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[_HUECTRUM_'s solution](#)

230.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[_HUECTRUM_'s solution](#)

231.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · last AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[_HUECTRUM_'s solution](#)

232.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[_HUECTRUM_'s solution](#)

233.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[_HUECTRUM_'s solution](#)

234.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[_HUECTRUM_'s solution](#)

235.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[_HUECTRUM_'s solution](#)

236.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[_HUECTRUM_'s solution](#)

237.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[_HUECTRUM_'s solution](#)

238.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings, two pointers

[_HUECTRUM_'s solution](#)

239.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[_HUECTRUM_'s solution](#)

240.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[_HUECTRUM_'s solution](#)

241.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[_HUECTRUM_'s solution](#)

242.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[_HUECTRUM_'s solution](#)

243.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[_HUECTRUM_'s solution](#)

244.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[_HUECTRUM_'s solution](#)

245.

1955F

[Unfair Game](#) · Tutorial

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules
[_HUECTRUM_'s solution](#)

246.

1707B

[Difference Array](#) · Tutorial

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, sortings
[_HUECTRUM_'s solution](#)

247.

2109D

[D/D/D](#) · Tutorial

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[_HUECTRUM_'s solution](#)

248.

1821D

[Black Cells](#) · Tutorial

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
[_HUECTRUM_'s solution](#)

249.

2093G

[Shorten the Array](#) · Tutorial

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[_HUECTRUM_'s solution](#)

250.

1895D

[XOR Construction](#) · Tutorial

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
[_HUECTRUM_'s solution](#)

251.

1902D

[Robot Queries](#) · Tutorial

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation
[_HUECTRUM_'s solution](#)

252.

1902E

[Collapsing Strings](#) · Tutorial

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees
[_HUECTRUM_'s solution](#)

253.

2077B

[Finding OR Sum](#) · Tutorial

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[_HUECTRUM_'s solution](#)

254.

1969D

[Shop Game](#) · Tutorial

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[_HUECTRUM_'s solution](#)

255.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[_HUECTRUM_'s solution](#)

256.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[_HUECTRUM_'s solution](#)

257.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[_HUECTRUM_'s solution](#)

258.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[_HUECTRUM_'s solution](#)

259.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[_HUECTRUM_'s solution](#)

260.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[_HUECTRUM_'s solution](#)

261.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[_HUECTRUM_'s solution](#)

262.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[_HUECTRUM_'s solution](#)

263.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[_HUECTRUM_'s solution](#)

264.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[_HUECTRUM_'s solution](#)

265.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[_HUECTRUM_'s solution](#)

266.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[_HUECTRUM_'s solution](#)

267.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[_HUECTRUM_'s solution](#)

268.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[_HUECTRUM_'s solution](#)

269.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[_HUECTRUM_'s solution](#)

270.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[_HUECTRUM_'s solution](#)

271.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[_HUECTRUM_'s solution](#)

272.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[_HUECTRUM_'s solution](#)

273.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[_HUECTRUM_'s solution](#)

274.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[_HUECTRUM_'s solution](#)

275.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, schedules

[_HUECTRUM_'s solution](#)

276.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[_HUECTRUM_'s solution](#)

277.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings, two pointers

[_HUECTRUM_'s solution](#)

278.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[_HUECTRUM_'s solution](#)

279.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[_HUECTRUM_'s solution](#)

280.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[_HUECTRUM_'s solution](#)

281.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[_HUECTRUM_'s solution](#)

282.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[_HUECTRUM_'s solution](#)

283.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[_HUECTRUM_'s solution](#)

284.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[_HUECTRUM_'s solution](#)

285.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[_HUECTRUM_'s solution](#)

286.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[_HUECTRUM_'s solution](#)

287.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[_HUECTRUM_'s solution](#)

288.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[_HUECTRUM_'s solution](#)

289.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[_HUECTRUM_'s solution](#)

290.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[_HUECTRUM_'s solution](#)

291.

1951E

[No Palindromes](#) · [Tutorial](#)

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

292.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2025-05-25 · last AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[_HUECTRUM_'s solution](#)

293.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[_HUECTRUM_'s solution](#)

294.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy,

sortings, strings

[_HUECTRUM_'s solution](#)

295.

1832D1

[Red-Blue Operations \(Easy Version\) · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

[_HUECTRUM_'s solution](#)

296.

1886D

[Monocarp and the Set · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[_HUECTRUM_'s solution](#)

297.

2092E

[She knows... · Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[_HUECTRUM_'s solution](#)

298.

1913D

[Array Collapse · Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[_HUECTRUM_'s solution](#)

299.

2074G

[Game With Triangles: Season 2 · Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[_HUECTRUM_'s solution](#)

300.

1948E

[Clique Partition · Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[_HUECTRUM_'s solution](#)

301.

2004E

[Not a Nim Problem · Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[_HUECTRUM_'s solution](#)

302.

2038K

[Grid Walk · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[_HUECTRUM_'s solution](#)

303.

2038B

[Make It Equal · Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[_HUECTRUM_'s solution](#)

304.

2005E1

[Subtangle Game \(Easy Version\) · Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
[_HUECTRUM_'s solution](#)

305.

1998D

[Determine Winning Islands in Race · Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[_HUECTRUM_'s solution](#)

306.

665E

[Beautiful Subarrays · Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2024-08-05 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees
[_HUECTRUM_'s solution](#)

307.

632D

[Longest Subsequence · Tutorial](#)

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[_HUECTRUM_'s solution](#)

308.

620E

[New Year Tree · Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees
[_HUECTRUM_'s solution](#)

309.

609E

[Minimum spanning tree for each edge · Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[_HUECTRUM_'s solution](#)

310.

2118D2

[Red Light, Green Light \(Hard version\) · Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[_HUECTRUM_'s solution](#)

311.

570D

[Tree Requests · Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[_HUECTRUM_'s solution](#)

312.

86D

[Powerful array · Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[_HUECTRUM_'s solution](#)

313.

1832E

[Combinatorics Problem · Tutorial](#)

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[_HUECTRUM_'s solution](#)

314.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, trees
[_HUECTRUM_'s solution](#)

315.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[_HUECTRUM_'s solution](#)

316.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[_HUECTRUM_'s solution](#)

317.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[_HUECTRUM_'s solution](#)

318.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[_HUECTRUM_'s solution](#)

319.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[_HUECTRUM_'s solution](#)

320.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[_HUECTRUM_'s solution](#)

321.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[_HUECTRUM_'s solution](#)

322.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[_HUECTRUM_'s solution](#)

323.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory
[_HUECTRUM_'s solution](#)

324.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[_HUECTRUM_'s solution](#)

325.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[_HUECTRUM_'s solution](#)

326.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[_HUECTRUM_'s solution](#)

327.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[_HUECTRUM_'s solution](#)

328.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[_HUECTRUM_'s solution](#)

329.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[_HUECTRUM_'s solution](#)

330.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[_HUECTRUM_'s solution](#)

331.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[_HUECTRUM_'s solution](#)

332.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[_HUECTRUM_'s solution](#)

333.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[_HUECTRUM_'s solution](#)

334.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[_HUECTRUM_'s solution](#)

335.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-07-23 · last AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[_HUECTRUM_'s solution](#)

336.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[_HUECTRUM_'s solution](#)

337.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-04 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[_HUECTRUM_'s solution](#)

338.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[_HUECTRUM_'s solution](#)

339.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[_HUECTRUM_'s solution](#)

340.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[_HUECTRUM_'s solution](#)

341.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[_HUECTRUM_'s solution](#)

342.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[_HUECTRUM_'s solution](#)

343.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[_HUECTRUM_'s solution](#)

344.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[_HUECTRUM_'s solution](#)

345.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[_HUECTRUM_'s solution](#)

346.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[_HUECTRUM_'s solution](#)

347.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[_HUECTRUM_'s solution](#)

348.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[_HUECTRUM_'s solution](#)

349.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[_HUECTRUM_'s solution](#)

350.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[_HUECTRUM_'s solution](#)

351.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[_HUECTRUM_'s solution](#)

352.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-06-25 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[_HUECTRUM_'s solution](#)

353.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[_HUECTRUM_'s solution](#)

354.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[_HUECTRUM_'s solution](#)

355.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[_HUECTRUM_'s solution](#)

356.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[_HUECTRUM_'s solution](#)

357.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[_HUECTRUM_'s solution](#)

358.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[_HUECTRUM_'s solution](#)

359.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[_HUECTRUM_'s solution](#)

360.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2024-08-03 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[_HUECTRUM_'s solution](#)

361.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-09-05 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[_HUECTRUM_'s solution](#)

362.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2025-03-08 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[_HUECTRUM_'s solution](#)

363.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[_HUECTRUM_'s solution](#)

364.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-04-18 · last AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[_HUECTRUM_'s solution](#)

365.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[_HUECTRUM_'s solution](#)

366.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[_HUECTRUM_'s solution](#)

367.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[_HUECTRUM_'s solution](#)

368.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[_HUECTRUM_'s solution](#)

369.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[_HUECTRUM_'s solution](#)

370.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[_HUECTRUM_'s solution](#)

371.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[_HUECTRUM_'s solution](#)

372.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data

structures, dp, implementation

[_HUECTRUM_'s solution](#)

373.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[_HUECTRUM_'s solution](#)

374.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[_HUECTRUM_'s solution](#)

375.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[_HUECTRUM_'s solution](#)

376.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[_HUECTRUM_'s solution](#)

377.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[_HUECTRUM_'s solution](#)

378.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2024-08-07 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry

[_HUECTRUM_'s solution](#)

379.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[_HUECTRUM_'s solution](#)

380.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[_HUECTRUM_'s solution](#)

381.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[_HUECTRUM_'s solution](#)

382.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[_HUECTRUM_'s solution](#)

383.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[_HUECTRUM_'s solution](#)

384.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[_HUECTRUM_'s solution](#)

385.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[_HUECTRUM_'s solution](#)

386.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[_HUECTRUM_'s solution](#)

387.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[_HUECTRUM_'s solution](#)

388.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[_HUECTRUM_'s solution](#)

389.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[_HUECTRUM_'s solution](#)

390.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[_HUECTRUM_'s solution](#)

391.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[_HUECTRUM_'s solution](#)

392.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[_HUECTRUM_'s solution](#)

393.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[_HUECTRUM_'s solution](#)

394.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math
[_HUECTRUM_'s solution](#)

395.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-07-30 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: math
[_HUECTRUM_'s solution](#)

396.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[_HUECTRUM_'s solution](#)

397.

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[_HUECTRUM_'s solution](#)

398.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, trees
[_HUECTRUM_'s solution](#)

399.

2025F

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

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-02-26 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[_HUECTRUM_'s solution](#)

400.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-03-21 · last AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[_HUECTRUM_'s solution](#)

401.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees
[_HUECTRUM_'s solution](#)

402.

2056F1

[Xor of Median \(Easy Version\) · Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[_HUECTRUM_'s solution](#)

403.

2043F

[Nim · Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[_HUECTRUM_'s solution](#)

404.

1849F

[XOR Partition · Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[_HUECTRUM_'s solution](#)

405.

383E

[Vowels · Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[_HUECTRUM_'s solution](#)

406.

559D

[Randomizer · Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, probabilities

[_HUECTRUM_'s solution](#)

407.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths · Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[_HUECTRUM_'s solution](#)

408.

2115D

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

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[_HUECTRUM_'s solution](#)

409.

2085F2

[Serval and Colorful Array \(Hard Version\) · Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-23 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[_HUECTRUM_'s solution](#)

410.

2042E

[Vertex Pairs · Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[_HUECTRUM_'s solution](#)

411.

2070F

[Friends and Pizza · Tutorial](#)

Quality: 370 global accepts · Rating: 3000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[_HUECTRUM_'s solution](#)

412.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[_HUECTRUM_'s solution](#)

413.

105940K

[The Cage in ASZoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

414.

105940M

[The Smartest at ASZoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

415.

100551E

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · last AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

416.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[_HUECTRUM_'s solution](#)

417.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, games, interactive

[_HUECTRUM_'s solution](#)

418.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, geometry

[_HUECTRUM_'s solution](#)

419.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, string suffix structures

[_HUECTRUM_'s solution](#)

420.

100145E

[AD5013D\\$5C'8](#)

Rating: — · first AC: 2024-04-14 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

421.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

422.

100091C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

423.

100140N

[Aä10T4](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

424.

100140G

[B5D@Cä5 C, 1CT;Cä5](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

425.

100140E

[ABC](#) · Tutorial

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

426.

100140B

[Aö>D\\$>0ç 2 CD2D44Cä;DÄ=Cä< C4@C DCP](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

427.

105214G

[Graffiti](#) · Tutorial

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

428.

105214A

[Anton's ABCD](#) · Tutorial

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

429.

105214E

[Enumerating Substrings](#) · Tutorial

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

430.

105214F

[Football in Osijek](#) · Tutorial

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

431.

105214K

[King's Dinner](#) · Tutorial

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

432.

105214C

[Curly Palindromes](#) · Tutorial

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

433.

105214D

[Division 3 Polyglot](#) · Tutorial

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

434.

100140I

[A=00Ä5CÔL-CÔ>Cd=C,,FD²Ô1D4<C 3C](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

435.

100140J

[AD×0\\$5D 8CP](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

436.

100140D

[A\\$5Dch0,,=CÔ>-CÔ5Cô5D 5D 5C=0DäIC,,5D O CôCD\\$8](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

437.

100140C

[k-D 2Dô7CÔ>D BDÀ](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

438.

100140H

[A 80\\$D! =C :C BCT@](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

439.

100140A

[AÄ00=AC,,<C ;DÄ=D'9 Cô>D\\$>C](#)

Rating: — · first AC: 2024-08-14 · last AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

440.

100140F

[AD×0ÄBCÔ>](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

441.

100551C

[Bridges in a Tree · Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

442.

100551B

[GraphAero · Tutorial](#)

Rating: — · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

443.

100551A

[Connect and Disconnect · Tutorial](#)

Rating: — · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

444.

105239B

[Let Us Assemble a Portfolio Together · Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

445.

105239E

[Rain](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

446.

105239D

[Da Hong Pao](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

447.

100099A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

448.

100135K

[K](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

449.

102961ZG

[Sliding Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

450.

102961ZF

[Sliding Median](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

451.

102961ZH

[Movie Festival II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

452.

102961ZI

[Maximum Subarray Sum II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

453.

102961ZE

[Array Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

454.

102961ZD

[Subarray Distinct Values](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

455.

102961ZC

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

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

456.

102961ZB

[Subarray Sums II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

457.

102961ZA

[Subarray Sums I](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

458.

102961Z

[Nearest Smaller Values](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

459.

102961Y

[Sum of Four Values](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

460.

102961X

[Sum of Three Values](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

461.

102961W

[Reading Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

462.

102961V

[Tasks and Deadlines](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

463.

102961U

[Factory Machines](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

464.

102961T

[Room Allocation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

465.

102961S

[Nested Ranges Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

466.

102961R

[Nested Ranges Check](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

467.

102961Q

[Josephus Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

468.

102961P

[Josephus Problem I](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

469.

102961O

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

470.

102961N

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

471.

102961M

[Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

472.

102961L

[Collecting Numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

473.

102961K

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

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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474.

102961J

[Missing Coin Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

475.

102961I

[Stick Lengths](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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476.

102961H

[Maximum Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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477.

102961G

[Sum of Two Values](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

478.

102961F

[Movie Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

479.

102961E

[Restaurant Customers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

480.

102961D

[Concert Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

481.

102961C

[Ferris Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

482.

102961B

[Apartments](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

483.

102961A

[Distinct Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

484.

100100C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

485.

100124H

[A>D@D'BC,,5 CD>CÄ8CÔ>D,,:C <C,Ó](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

486.

100124G

[A>C@D'BC,,5 CD>CÄ8CÔ>D,,:C <C€](#)

Rating: — · first AC: 2024-04-18 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

487.

100124E

[A>C@D'BC,,5 CD>CÄ8CÔ>D,,:C <C,Ó](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

488.

100124F

[B 5D\\$!](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

489.

100124B

[A1D5C0:C](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

490.

100124C

[A00Cä4C 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

491.

100135H

[H · Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

492.

100135G

[G · Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

493.

100135J

[J · Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

494.

100135I

[I · Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

495.

100135F

[F · Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

496.

100135E

[E · Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

497.

100135D

[D · Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

498.

100135C

[C · Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

499.

100135B

[B · Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

500.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

501.

100145G

[A@AB:G#AD\\$@C,,< 2](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

502.

100145D

[A@C#AD\\$>CR 4CT;CT=C,,5](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

503.

100145F

[A@5D>2G O Dd8DD@C AD\\$5C&5C&8](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

504.

100145C

[A@CDDD:0 AT2C#;C,,4C](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

505.

100145B

[B4@C#2C&5C&8CP](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

506.

100145A

[A@>CDDA:C, : 8 C&0D BC](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

507.

100086D

[D · Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

508.

100086C

[C · Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

509.

100086B

[B · Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

510.

100086A

[Permutations · Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

511.

100099C

[D · Tutorial](#)

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

[_HUECTRUM_'s solution](#)

512.

100099E

[E · Tutorial](#)

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

[_HUECTRUM_'s solution](#)

513.

100099D

[D · Tutorial](#)

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

[_HUECTRUM_'s solution](#)

514.

100094C

[C · Tutorial](#)

Rating: — · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

515.

100094B

[B · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

516.

100094A

[A · Tutorial](#)

Rating: — · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

517.

100088B

[B · Tutorial](#)

Rating: — · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

518.

100088A

[A · Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

519.

100166C

[A 10C 8D 8C 0B Ct=C =C,,9](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

520.

100166D

[A 10C 8D 10C HC,,9 C 6CD\\$L](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

521.

100166E

[AD8C 1C CTBD 3D ODD0](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[_HUECTRUM_'s solution](#)

522.

100166G

[B·0DAD\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÖ0CÄ8](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

523.

100166F

[AD50äD BD 0](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

524.

100166B

[B 0CÄaC @ C AD BCäOCÖ8C•](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

525.

100166A

[BD;Cä9C@](#)

Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

526.

100091D

[D · Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

527.

100091B

[B · Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

528.

100091A

[A · Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

529.

100083E

[A·C@CäBC,,2Cä?Cä6C @ CÖ0Dò 1CT7Cä?C ACÖ>D\\$L](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

530.

100083F

[A·CÖ0D äCCT=C AC FC,,O C4@C DC](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

531.

100083A

[Aö@CÄ4Cä:](#)

Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

532.

100083D

[B\\$Dri0, ACäGC`5CÖ5CÖ8Dö](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[_HUECTRUM_'s solution](#)

