

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

<https://cfelitetracker.vercel.app>

Unique solved — barbaris

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

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

Filters: none

Count: 149

1.
1837A
[Grasshopper on a Line](#) · [Tutorial](#)
Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[barbaris's solution](#)
2.
1736A
[Make A Equal to B](#) · [Tutorial](#)
Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[barbaris's solution](#)
3.
1711A
[Perfect Permutation](#) · [Tutorial](#)
Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[barbaris's solution](#)
4.
1709A
[Three Doors](#) · [Tutorial](#)
Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[barbaris's solution](#)
5.
1706A
[Another String Minimization Problem](#) · [Tutorial](#)
Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[barbaris's solution](#)
6.
1708A
[Difference Operations](#) · [Tutorial](#)
Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[barbaris's solution](#)
7.
1692A
[Marathon](#) · [Tutorial](#)
Quality: 85,768 global accepts · Rating: 800 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[barbaris's solution](#)
8.
1652B
[Prefix Removals](#) · [Tutorial](#)
Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings
[barbaris's solution](#)
9.
1652A
[Maximum Cake Tastiness](#) · [Tutorial](#)
Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[barbaris's solution](#)

10.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[barbaris's solution](#)

11.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[barbaris's solution](#)

12.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[barbaris's solution](#)

13.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[barbaris's solution](#)

14.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[barbaris's solution](#)

15.

1561A

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

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

16.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[barbaris's solution](#)

17.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,804 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[barbaris's solution](#)

18.

1560A

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

Quality: 73,520 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[barbaris's solution](#)

19.

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,539 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[barbaris's solution](#)

20.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,404 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[barbaris's solution](#)

21.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[barbaris's solution](#)

22.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,129 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[barbaris's solution](#)

23.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[barbaris's solution](#)

24.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[barbaris's solution](#)

25.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[barbaris's solution](#)

26.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,138 global accepts · Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[barbaris's solution](#)

27.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[barbaris's solution](#)

28.

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[barbaris's solution](#)

29.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

30.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[barbaris's solution](#)

31.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[barbaris's solution](#)

32.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[barbaris's solution](#)

33.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[barbaris's solution](#)

34.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[barbaris's solution](#)

35.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[barbaris's solution](#)

36.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[barbaris's solution](#)

37.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[barbaris's solution](#)

38.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[barbaris's solution](#)

39.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

40.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[barbaris's solution](#)

41.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[barbaris's solution](#)

42.

1585C

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

Quality: 12,824 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[barbaris's solution](#)

43.

1561C

[Deep Down Below](#) · [Tutorial](#)

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

[barbaris's solution](#)

44.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[barbaris's solution](#)

45.

1560D

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

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

[barbaris's solution](#)

46.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[barbaris's solution](#)

47.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[barbaris's solution](#)

48.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[barbaris's solution](#)

49.

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[barbaris's solution](#)

50.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[barbaris's solution](#)

51.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[barbaris's solution](#)

52.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[barbaris's solution](#)

53.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[barbaris's solution](#)

54.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[barbaris's solution](#)

55.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[barbaris's solution](#)

56.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[barbaris's solution](#)

57.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[barbaris's solution](#)

58.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[barbaris's solution](#)

59.

1561D1

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

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

[barbaris's solution](#)

60.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[barbaris's solution](#)

61.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

62.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[barbaris's solution](#)

63.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[barbaris's solution](#)

64.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[barbaris's solution](#)

65.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,278 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[barbaris's solution](#)

66.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[barbaris's solution](#)

67.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 1800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[barbaris's solution](#)

68.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[barbaris's solution](#)

69.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

70.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[barbaris's solution](#)

71.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[barbaris's solution](#)

72.

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[barbaris's solution](#)

73.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[barbaris's solution](#)

74.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

75.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

76.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

77.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[barbaris's solution](#)

78.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[barbaris's solution](#)

79.

600D

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

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[barbaris's solution](#)

80.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[barbaris's solution](#)

81.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,892 global accepts · Rating: 2100 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[barbaris's solution](#)

82.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[barbaris's solution](#)

83.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[barbaris's solution](#)

84.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[barbaris's solution](#)

85.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[barbaris's solution](#)

86.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[barbaris's solution](#)

87.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[barbaris's solution](#)

88.

100188C

[B-00A00 ?D >D BC O Ct0CD0Dt0](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

89.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

90.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

91.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

92.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

93.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

94.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

95.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

96.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

97.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

98.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

99.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

100.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[barbaris's solution](#)

101.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[barbaris's solution](#)

102.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[barbaris's solution](#)

103.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

104.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

105.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

106.

103483F

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

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

107.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[barbaris's solution](#)

108.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

109.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

110.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

111.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

112.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

113.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

114.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

115.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

116.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[barbaris's solution](#)

117.

100805J

[A@C@AC,,2D`5 C#;CTBCäGC#8](#)

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

[barbaris's solution](#)

118.

100805I

[A@C@#0TBC D41C`8C](#)

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

[barbaris's solution](#)

119.

100805F

[Rescue Rangers](#) · [Tutorial](#)

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

[barbaris's solution](#)

120.

100805C

[A#B0ä#C 7C 2Cä4CR ECä7Dö8CÐ](#)

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

[barbaris's solution](#)

121.

100805D

[Re-branding](#) · [Tutorial](#)

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

[barbaris's solution](#)

122.

100805E

[B 00004CT=C,,5 CD@ C :Cä=Cä2](#)

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

[barbaris's solution](#)

123.

100805G

[Wizard Fight](#) · [Tutorial](#)

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

[barbaris's solution](#)

124.

100805A

[A @C@;BC =D :C,,5 D4GCT=D`5](#)

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

[barbaris's solution](#)

125.

102399B

[A`8D#GäAD\\$ L D,,8D >C#8DR 2Ct3C`OCD>C](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

126.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

127.

102399H

[BD>0#0D A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÄ](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

128.

102399I

[AD>D>C4>C' HC#0D@](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

129.

102399D

[AD#D#C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

130.

102399C

[A.,2C#D4HC#0-CD CD 0Dt>Cç 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

131.

102399G

[Bd5C#KCR BCäGC#8](#)

Rating: — · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

132.

101979D

[Aç>CDAD\\$@Cä:C, ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

133.

101979H

[Aô5D\\$5D 1D4@C3đ](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

134.

101979I

[A4=Cä<DÄ D,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

135.

101979K

[A7C#D 8CÔB](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

136.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

137.

101979L

[AD8Cä|Cä<D°](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

138.

101979F

[B4@C#2CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

139.

101979C

[AäF Dm DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

140.

103369A

[Frog traveler · Tutorial](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

141.

103369I

[B\\$@D4CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

142.

103369J

[AD5D\\$AC080' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

143.

103369B

[B4=C, G D\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[barbaris's solution](#)

144.

103631B

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2022-08-17 · last AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

145.

1024794

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[barbaris's solution](#)

146.

1001806

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2021-11-04 · last AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[barbaris's solution](#)

147.

1001805

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[barbaris's solution](#)

148.

101446E

[Construct the Polygon · Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[barbaris's solution](#)

149.

1020861

[AD208Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2019-09-26 · MS C++ 2017 (first AC) · Tags: —

[barbaris's solution](#)