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Unique solved — che960

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

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

Filters: none

Count: 460

- 1.**
2173A
[Sleeping Through Classes](#) · [Tutorial](#)
Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[che960's solution](#)
- 2.**
2158A
[Suspension](#) · [Tutorial](#)
Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[che960's solution](#)
- 3.**
2170A
[Maximum Neighborhood](#) · [Tutorial](#)
Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[che960's solution](#)
- 4.**
2166A
[Same Difference](#) · [Tutorial](#)
Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[che960's solution](#)
- 5.**
2155A
[El fucho](#) · [Tutorial](#)
Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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- 6.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[che960's solution](#)
- 7.**
2134A
[Painting With Two Colors](#) · [Tutorial](#)
Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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- 8.**
2131B
[Alternating Series](#) · [Tutorial](#)
Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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- 9.**
2131A
[Lever](#) · [Tutorial](#)
Quality: 38,873 global accepts · Rating: 800 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math
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10.

2125A

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Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[che960's solution](#)

11.

2126B

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Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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12.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,104 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[che960's solution](#)

13.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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14.

2119A

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Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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15.

2123B

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Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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16.

2123A

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17.

2112A

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[che960's solution](#)

18.

2120A

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19.

2121B

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20.

2121A

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21.

2113A

[Shashliks](#) · [Tutorial](#)

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22.

2118A

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Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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23.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[che960's solution](#)

24.

2117A

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[che960's solution](#)

25.

2110A

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[che960's solution](#)

26.

2109A

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Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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27.

2098A

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28.

2096A

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29.

2084A

[Max and Mod](#) · [Tutorial](#)

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30.

2082A

[Binary Matrix](#) · [Tutorial](#)

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31.

2071A

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

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32.

2067A

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

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[che960's solution](#)

33.

2065B

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34.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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35.

2059A

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Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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36.

2062A

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Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[che960's solution](#)

37.

2063A

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38.

2061A

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[che960's solution](#)

39.

2060A

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40.

2056A

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Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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41.

2055A

[Two Frogs](#) · [Tutorial](#)

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- 42.**
2166B
[Tab Closing](#) · [Tutorial](#)
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[che960's solution](#)
- 43.**
2125B
[Left and Down](#) · [Tutorial](#)
Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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2110B
[Down with Brackets](#) · [Tutorial](#)
Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings
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2085A
[Serval and String Theory](#) · [Tutorial](#)
Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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- 46.**
2062B
[Clockwork](#) · [Tutorial](#)
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 47.**
2060C
[Game of Mathletes](#) · [Tutorial](#)
Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers
[che960's solution](#)
- 48.**
2124B
[Minimise Sum](#) · [Tutorial](#)
Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[che960's solution](#)
- 49.**
2123C
[Prefix Min and Suffix Max](#) · [Tutorial](#)
Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[che960's solution](#)
- 50.**
2120B
[Square Pool](#) · [Tutorial](#)
Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry
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- 51.**
2060B
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- 52.**
2055B
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Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[che960's solution](#)

53.

1293B

[JOE is on TV!](#) · [Tutorial](#)

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54.

2173B

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Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
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55.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,245 global accepts · Rating: 1100 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy
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56.

2155B

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57.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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58.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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59.

2125C

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

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[che960's solution](#)

60.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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61.

2112B

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Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
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62.

2096B

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63.

2084B

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64.

2071B

[Perfecto](#) · [Tutorial](#)

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65.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[che960's solution](#)

66.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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67.

2061B

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Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
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68.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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69.

1293A

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

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2024-11-24 · last AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
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70.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
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71.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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72.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[che960's solution](#)

73.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
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- 74.**
2134C
[Even Larger](#) · [Tutorial](#)
Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[che960's solution](#)
- 75.**
2134B
[Add 0 or K](#) · [Tutorial](#)
Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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- 76.**
2126D
[This Is the Last Time](#) · [Tutorial](#)
Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[che960's solution](#)
- 77.**
2119B
[Line Segments](#) · [Tutorial](#)
Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[che960's solution](#)
- 78.**
2123D
[Binary String Battle](#) · [Tutorial](#)
Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
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- 79.**
2121C
[Those Who Are With Us](#) · [Tutorial](#)
Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[che960's solution](#)
- 80.**
2113B
[Good Start](#) · [Tutorial](#)
Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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- 81.**
2118B
[Make It Permutation](#) · [Tutorial](#)
Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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- 82.**
2117D
[Retaliation](#) · [Tutorial](#)
Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[che960's solution](#)
- 83.**
2117C
[Cool Partition](#) · [Tutorial](#)
Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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- 84.**
2109B
[Slice to Survive](#) · [Tutorial](#)
Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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85.

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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86.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

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87.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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88.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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89.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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90.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[che960's solution](#)

91.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[che960's solution](#)

92.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[che960's solution](#)

93.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[che960's solution](#)

94.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[che960's solution](#)

95.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[che960's solution](#)

96.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[che960's solution](#)

97.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[che960's solution](#)

98.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[che960's solution](#)

99.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[che960's solution](#)

100.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[che960's solution](#)

101.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[che960's solution](#)

102.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[che960's solution](#)

103.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[che960's solution](#)

104.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[che960's solution](#)

105.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[che960's solution](#)

106.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[che960's solution](#)

107.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[che960's solution](#)

108.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[che960's solution](#)

109.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[che960's solution](#)

110.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[che960's solution](#)

111.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees

[che960's solution](#)

112.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[che960's solution](#)

113.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[che960's solution](#)

114.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[che960's solution](#)

115.

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[che960's solution](#)

116.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[che960's solution](#)

117.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[che960's solution](#)

118.

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[che960's solution](#)

119.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · last AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[che960's solution](#)

120.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[che960's solution](#)

121.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[che960's solution](#)

122.

612C

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

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[che960's solution](#)

123.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[che960's solution](#)

124.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[che960's solution](#)

125.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[che960's solution](#)

126.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[che960's solution](#)

127.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[che960's solution](#)

128.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[che960's solution](#)

129.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math

[che960's solution](#)

130.

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[che960's solution](#)

131.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[che960's solution](#)

132.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[che960's solution](#)

133.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[che960's solution](#)

134.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[che960's solution](#)

135.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[che960's solution](#)

136.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[che960's solution](#)

137.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[che960's solution](#)

138.

2085C

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

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[che960's solution](#)

139.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[che960's solution](#)

140.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[che960's solution](#)

141.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings
[che960's solution](#)

142.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[che960's solution](#)

143.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[che960's solution](#)

144.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[che960's solution](#)

145.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
[che960's solution](#)

146.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[che960's solution](#)

147.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[che960's solution](#)

148.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · last AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[che960's solution](#)

149.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[che960's solution](#)

150.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[che960's solution](#)

151.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[che960's solution](#)

152.

2118D1

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

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[che960's solution](#)

153.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[che960's solution](#)

154.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[che960's solution](#)

155.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[che960's solution](#)

156.

2071C

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

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[che960's solution](#)

157.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[che960's solution](#)

158.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[che960's solution](#)

159.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[che960's solution](#)

160.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[che960's solution](#)

161.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[che960's solution](#)

162.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[che960's solution](#)

163.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: *special

[che960's solution](#)

164.

598D

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

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[che960's solution](#)

165.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[che960's solution](#)

166.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[che960's solution](#)

167.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[che960's solution](#)

168.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[che960's solution](#)

169.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,127 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[che960's solution](#)

170.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[che960's solution](#)

171.

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[che960's solution](#)

172.

2071D1

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

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[che960's solution](#)

173.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[che960's solution](#)

174.

612D

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

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[che960's solution](#)

175.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

greedy, math

[che960's solution](#)

176.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[che960's solution](#)

177.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[che960's solution](#)

178.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[che960's solution](#)

179.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[che960's solution](#)

180.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[che960's solution](#)

181.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[che960's solution](#)

182.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[che960's solution](#)

183.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[che960's solution](#)

184.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[che960's solution](#)

185.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp,

trees

[che960's solution](#)

186.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[che960's solution](#)

187.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[che960's solution](#)

188.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[che960's solution](#)

189.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[che960's solution](#)

190.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[che960's solution](#)

191.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[che960's solution](#)

192.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[che960's solution](#)

193.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[che960's solution](#)

194.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[che960's solution](#)

195.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[che960's solution](#)

196.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[che960's solution](#)

197.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[che960's solution](#)

198.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[che960's solution](#)

199.

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[che960's solution](#)

200.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[che960's solution](#)

201.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[che960's solution](#)

202.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[che960's solution](#)

203.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[che960's solution](#)

204.

609D

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

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[che960's solution](#)

205.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[che960's solution](#)

206.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[che960's solution](#)

207.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[che960's solution](#)

208.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math
[che960's solution](#)

209.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[che960's solution](#)

210.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[che960's solution](#)

211.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[che960's solution](#)

212.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings
[che960's solution](#)

213.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[che960's solution](#)

214.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[che960's solution](#)

215.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[che960's solution](#)

216.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[che960's solution](#)

217.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[che960's solution](#)

218.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[che960's solution](#)

219.

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[che960's solution](#)

220.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[che960's solution](#)

221.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[che960's solution](#)

222.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[che960's solution](#)

223.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[che960's solution](#)

224.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[che960's solution](#)

225.

620D

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

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[che960's solution](#)

226.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[che960's solution](#)

227.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[che960's solution](#)

228.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[che960's solution](#)

229.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[che960's solution](#)

230.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[che960's solution](#)

231.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, trees

[che960's solution](#)

232.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[che960's solution](#)

233.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[che960's solution](#)

234.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[che960's solution](#)

235.

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, number theory

[che960's solution](#)

236.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[che960's solution](#)

237.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[che960's solution](#)

238.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[che960's solution](#)

239.

2166F

[Path Split](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[che960's solution](#)

240.

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-15 · last AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[che960's solution](#)

241.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[che960's solution](#)

242.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[che960's solution](#)

243.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[che960's solution](#)

244.

1293F

[Chaotic V.](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory, trees

[che960's solution](#)

245.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[che960's solution](#)

246.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[che960's solution](#)

247.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

248.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

249.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

250.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

251.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

252.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

253.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

254.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

255.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

256.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

257.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

258.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

259.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

260.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

261.

103931M

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

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

262.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

263.

103931A

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

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

264.

103931H

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

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

265.

103931E

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

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

266.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

267.

103931N

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

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

268.

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[che960's solution](#)

269.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[che960's solution](#)

270.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[che960's solution](#)

271.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[che960's solution](#)

272.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[che960's solution](#)

273.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

274.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

275.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

276.

104396K

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

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

277.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

278.

104396J

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

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

279.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

280.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

281.

105184B

[Sequence II](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

282.

105184F

[3 Split](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

283.

105184D

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

284.

105184E

[Breakfast II](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

285.

105184G

[Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

286.

105184H

[Missing Iris](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

287.

105184J

[Iris' Food](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

288.

105184I

[Subnet](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

289.

105184C

[Goose Goose Duck](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

290.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[che960's solution](#)

291.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[che960's solution](#)

292.

105173G

[Diamond](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

293.

105173C

[Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[che960's solution](#)

294.

105173K

[Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

295.

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

296.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[che960's solution](#)

297.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

298.

105173L

[Bracket Generation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

299.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

300.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

301.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[che960's solution](#)

302.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[che960's solution](#)

303.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[che960's solution](#)

304.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[che960's solution](#)

305.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[che960's solution](#)

306.

104160C

[Clamped Sequence](#) · [Tutorial](#)

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307.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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308.

104160D

[DRX vs. T1](#) · [Tutorial](#)

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309.

103409I

[PTSD](#) · [Tutorial](#)

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310.

103409G

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

Rating: — · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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311.

103409A

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

Rating: — · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[che960's solution](#)

312.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

313.

103409D

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

Rating: — · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

314.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

315.

105578G

[Guess the Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · Python 3 (first AC) · Tags: —
[che960's solution](#)

316.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

317.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

318.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

319.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

320.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

321.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

322.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

323.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

324.

103427L

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

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

325.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

326.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

327.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

328.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

329.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

330.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

331.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

332.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

333.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

334.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
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335.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

336.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

337.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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338.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
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339.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

340.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

341.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

342.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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343.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

344.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —
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345.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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346.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

347.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

348.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

349.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

350.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

351.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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352.

106084D

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

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

353.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

354.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

355.

106084A

[Take It or Double It](#) · [Tutorial](#)

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356.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

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[che960's solution](#)

357.

105657E

[Elevator II](#) · [Tutorial](#)

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[che960's solution](#)

358.

105657M

[Make It Divisible](#) · [Tutorial](#)

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[che960's solution](#)

359.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

360.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —
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361.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

362.

104901E

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

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[che960's solution](#)

363.

104901G

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

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

364.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[che960's solution](#)

365.

104901A

[Many Many Heads](#) · [Tutorial](#)

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366.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

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367.

104901I

[Strange Sorting](#) · [Tutorial](#)

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368.

104901D

[Largest Digit](#) · [Tutorial](#)

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369.

103447H

[What logic for?](#) · [Tutorial](#)

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370.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

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371.

103447D

[Math master](#) · [Tutorial](#)

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372.

103447I

[Power and Zero](#) · [Tutorial](#)

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373.

103447E

[Power and Modulo](#) · [Tutorial](#)

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374.

103447B

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

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375.

103447J

[Local Minimum](#) · [Tutorial](#)

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376.

105949L

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377.

105949C

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105949K

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379.

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105949F

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382.

105949H

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383.

105949I

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105901F

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385.

105901C

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105901J

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387.

105901G

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388.

105901L

[Subsequence](#) · [Tutorial](#)

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389.

105901I

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390.

105901A

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391.

105486E

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392.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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393.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

394.

105486I

[Good Partitions](#) · [Tutorial](#)

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395.

105486J

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396.

105486G

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397.

105486A

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398.

105486L

[Recover Statistics](#) · [Tutorial](#)

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399.

105851F

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400.

105851D

[g7N019qyVQH](#)

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401.

105851J

[V0N1e](#)

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402.

105851H

[LinkNwé5-dlÕ](#)

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403.

105851I

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404.

105851E

[^•nWAP tutorial](#)

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405.

105851A

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406.

105851G

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407.

105851C

[x Tutorial](#)

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[che960's solution](#)

408.

105992J

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[che960's solution](#)

409.

105992F

[No explanation · Tutorial](#)

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[che960's solution](#)

410.

105992C

[TMz tutorial](#)

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[che960's solution](#)

411.

105992A

[Tutorial](#)

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412.

105992E

[Djangle v. Tepca-Óg,,](#)

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[che960's solution](#)

413.

105992G

[Tutorial](#)

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[che960's solution](#)

414.

105992M

[Tutorial](#)

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415.

105992I

[Tutorial](#)

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416.

105992K

[Tutorial](#)

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417.

105992D

[Tutorial](#)

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[che960's solution](#)

418.

105992H

[V b 112.5 Tutorial](#)

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419.

105588D

[Dolls · Tutorial](#)

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420.

105588L

[Last Chance: Threads of Despair · Tutorial](#)

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421.

105588E

[Extracting Weights · Tutorial](#)

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422.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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423.

105588G

[GCD](#) · [Tutorial](#)

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424.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
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425.

105588M

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433.

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441.

104782E

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442.

104355K

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443.

104355N

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444.

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445.

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446.

104355M

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[che960's solution](#)

447.

104355G

[TOEONIT](#)

Rating: — · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

448.

104355E

[Qifatorial](#)

Rating: — · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

449.

104355D

[pTtEhal](#)

Rating: — · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

450.

104355C

[YRtorial](#)

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451.

104355B

[Sjvstpl](#)

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[che960's solution](#)

452.

104355A

[Ytatorial](#)

Rating: — · first AC: 2025-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[che960's solution](#)

453.

1952F

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Quality: 1,954 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[che960's solution](#)

454.

1952D

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Quality: 5,360 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[che960's solution](#)

455.

1952A

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

Quality: 14,102 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[che960's solution](#)

456.

2095D

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Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
[che960's solution](#)

457.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force
[che960's solution](#)

458.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive
[che960's solution](#)

459.

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures
[che960's solution](#)

460.

101864M

[TFF](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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