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Unique solved — clue

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

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

Filters: none

Count: 187

- 1.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[clue 's solution](#)
- 2.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,541 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[clue 's solution](#)
- 3.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[clue 's solution](#)
- 4.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[clue 's solution](#)
- 5.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[clue 's solution](#)
- 6.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[clue 's solution](#)
- 7.**
2185B
[Prefix Max](#) · [Tutorial](#)
Quality: 40,701 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[clue 's solution](#)
- 8.**
2185A
[Perfect Root](#) · [Tutorial](#)
Quality: 43,084 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[clue 's solution](#)
- 9.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[clue 's solution](#)
- 10.**
2170A
[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,926 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[clue 's solution](#)

11.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,545 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[clue 's solution](#)

12.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[clue 's solution](#)

13.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,818 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[clue 's solution](#)

14.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,460 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[clue 's solution](#)

15.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[clue 's solution](#)

16.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,758 global accepts · Rating: 800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[clue 's solution](#)

17.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[clue 's solution](#)

18.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[clue 's solution](#)

19.

2118A

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

Quality: 29,117 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[clue 's solution](#)

20.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[clue 's solution](#)

21.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[clue 's solution](#)

22.

2125A

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

Quality: 27,979 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[clue 's solution](#)

23.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[clue 's solution](#)

24.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,282 global accepts · Rating: 800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[clue 's solution](#)

25.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[clue 's solution](#)

26.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[clue 's solution](#)

27.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,204 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[clue 's solution](#)

28.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[clue 's solution](#)

29.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[clue 's solution](#)

30.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[clue 's solution](#)

31.

2071A

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

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[clue 's solution](#)

32.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

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

33.

2072A

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

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[clue 's solution](#)

34.

2065B

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

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings
[clue 's solution](#)

35.

2065A

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

Quality: 55,632 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[clue 's solution](#)

36.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[clue 's solution](#)

37.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,268 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[clue 's solution](#)

38.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,976 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[clue 's solution](#)

39.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,214 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[clue 's solution](#)

40.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,981 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[clue 's solution](#)

41.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[clue 's solution](#)

42.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[clue 's solution](#)

43.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[clue 's solution](#)

44.

2072B

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

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[clue 's solution](#)

45.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[clue 's solution](#)

46.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[clue 's solution](#)

47.

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[clue 's solution](#)

48.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[clue 's solution](#)

49.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[clue 's solution](#)

50.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,892 global accepts · Rating: 1000 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[clue 's solution](#)

51.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[clue 's solution](#)

52.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · last AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[clue 's solution](#)

53.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[clue 's solution](#)

54.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[clue 's solution](#)

55.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[clue 's solution](#)

56.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[clue 's solution](#)

57.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[clue 's solution](#)

58.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[clue 's solution](#)

59.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[clue 's solution](#)

60.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[clue 's solution](#)

61.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[clue 's solution](#)

62.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[clue 's solution](#)

63.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[clue 's solution](#)

64.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[clue 's solution](#)

65.

2065C1

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

Quality: 27,761 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[clue 's solution](#)

66.

2060D

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

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[clue 's solution](#)

67.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[clue 's solution](#)

68.

2170B

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

Quality: 14,289 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[clue 's solution](#)

69.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[clue 's solution](#)

70.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[clue 's solution](#)

71.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[clue 's solution](#)

72.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[clue 's solution](#)

73.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[clue 's solution](#)

74.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[clue 's solution](#)

75.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory
[clue 's solution](#)

76.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[clue 's solution](#)

77.

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[clue 's solution](#)

78.

2065D

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

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[clue 's solution](#)

79.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,109 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[clue 's solution](#)

80.

2208C

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

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[clue 's solution](#)

81.

2170C

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

Quality: 11,248 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[clue 's solution](#)

82.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[clue 's solution](#)

83.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[clue 's solution](#)

84.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[clue 's solution](#)

85.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[clue 's solution](#)

86.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[clue 's solution](#)

87.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[clue 's solution](#)

88.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[clue 's solution](#)

89.

2072D

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

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[clue 's solution](#)

90.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[clue 's solution](#)

91.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[clue 's solution](#)

92.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[clue 's solution](#)

93.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[clue 's solution](#)

94.

2132C2

[The Cunning Seller \(hard version\) · Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[clue 's solution](#)

95.

2114D

[Come a Little Closer · Tutorial](#)

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[clue 's solution](#)

96.

2114E

[Kirei Attacks the Estate · Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[clue 's solution](#)

97.

2104D

[Array and GCD · Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[clue 's solution](#)

98.

2185E

[The Robotic Rush · Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
[clue 's solution](#)

99.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[clue 's solution](#)

100.

2183C

[War Strategy · Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[clue 's solution](#)

101.

1881E

[Block Sequence · Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp
[clue 's solution](#)

102.

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[clue 's solution](#)

103.

2075C

[Two Colors · Tutorial](#)

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

104.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[clue 's solution](#)

105.

2072E

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

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math
[clue 's solution](#)

106.

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[clue 's solution](#)

107.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[clue 's solution](#)

108.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[clue 's solution](#)

109.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[clue 's solution](#)

110.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
[clue 's solution](#)

111.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[clue 's solution](#)

112.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[clue 's solution](#)

113.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[clue 's solution](#)

114.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[clue 's solution](#)

115.

2070D

[Tree Jumps](#) · [Tutorial](#)

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

116.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[clue 's solution](#)

117.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation
[clue 's solution](#)

118.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-07-28 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[clue 's solution](#)

119.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[clue 's solution](#)

120.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[clue 's solution](#)

121.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[clue 's solution](#)

122.

2071C

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

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[clue 's solution](#)

123.

2072F

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

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory
[clue 's solution](#)

124.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[clue 's solution](#)

125.

2065G

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

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[clue 's solution](#)

126.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[clue 's solution](#)

127.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[clue 's solution](#)

128.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[clue 's solution](#)

129.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[clue 's solution](#)

130.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[clue 's solution](#)

131.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[clue 's solution](#)

132.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[clue 's solution](#)

133.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[clue 's solution](#)

134.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[clue 's solution](#)

135.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[clue 's solution](#)

136.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[clue 's solution](#)

137.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[clue 's solution](#)

138.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[clue 's solution](#)

139.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[clue 's solution](#)

140.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[clue 's solution](#)

141.

2075D

[Equalization](#) · [Tutorial](#)

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

[clue 's solution](#)

142.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[clue 's solution](#)

143.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[clue 's solution](#)

144.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[clue 's solution](#)

145.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[clue 's solution](#)

146.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[clue 's solution](#)

147.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[clue 's solution](#)

148.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[clue 's solution](#)

149.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[clue 's solution](#)

150.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[clue 's solution](#)

151.

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[clue 's solution](#)

152.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[clue 's solution](#)

153.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings
[clue 's solution](#)

154.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[clue 's solution](#)

155.

2075E

[XOR Matrix](#) · [Tutorial](#)

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

[clue 's solution](#)

156.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[clue 's solution](#)

157.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, geometry, math, sortings

[clue 's solution](#)

158.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[clue 's solution](#)

159.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[clue 's solution](#)

160.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[clue 's solution](#)

161.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[clue 's solution](#)

162.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[clue 's solution](#)

163.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[clue 's solution](#)

164.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

165.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

166.

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

167.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

168.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue](#) · ['s solution](#)

169.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue](#) · ['s solution](#)

170.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue](#) · ['s solution](#)

171.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

172.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

173.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

174.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue](#) · ['s solution](#)

175.

106124A

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

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue 's solution](#)

176.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue 's solution](#)

177.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue 's solution](#)

178.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue 's solution](#)

179.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · last AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[clue 's solution](#)

180.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue 's solution](#)

181.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue 's solution](#)

182.

100886G

[Maximum Product](#) · [Tutorial](#)

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

183.

106063J

[Juan vs Frank](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue 's solution](#)

184.

106063B

[Bytelandia's stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue 's solution](#)

185.

106063K

[Kilometric Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[clue 's solution](#)

186.

105259A

[Make All Equal](#) · [Tutorial](#)

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

[clue 's solution](#)

187.

2095A

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

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

[clue 's solution](#)