

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

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Unique solved — cxt

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

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

Filters: none

Count: 1,516

1.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)
[cxt's solution](#)

2.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)
[cxt's solution](#)

3.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)
[cxt's solution](#)

4.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#)
[cxt's solution](#)

5.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)
[cxt's solution](#)

6.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)
[cxt's solution](#)

7.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: [brute force](#)
[cxt's solution](#)

8.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [implementation](#)
[cxt's solution](#)

9.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: [dfs and similar](#), [dp](#), [greedy](#), [implementation](#)
[cxt's solution](#)

10.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cxt's solution](#)

11.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxt's solution](#)

12.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[cxt's solution](#)

13.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: games, math
[cxt's solution](#)

14.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxt's solution](#)

15.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cxt's solution](#)

16.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cxt's solution](#)

17.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,204 global accepts · Rating: 800 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cxt's solution](#)

18.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 900 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cxt's solution](#)

19.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation, interactive
[cxt's solution](#)

20.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[cxt's solution](#)

21.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cxt's solution](#)

22.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[cxt's solution](#)

23.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxt's solution](#)

24.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxt's solution](#)

25.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,247 global accepts · Rating: 900 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cxt's solution](#)

26.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cxt's solution](#)

27.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cxt's solution](#)

28.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[cxt's solution](#)

29.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[cxt's solution](#)

30.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[cxt's solution](#)

31.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
[cxt's solution](#)

32.

1090M

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

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: implementation

[cxt's solution](#)

33.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cxt's solution](#)

34.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cxt's solution](#)

35.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cxt's solution](#)

36.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxt's solution](#)

37.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[cxt's solution](#)

38.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cxt's solution](#)

39.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,979 global accepts · Rating: 1000 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cxt's solution](#)

40.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-07-14 · last AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cxt's solution](#)

41.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,026 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxt's solution](#)

42.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[cxt's solution](#)

43.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[cxt's solution](#)

44.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[cxt's solution](#)

45.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: greedy, math

[cxt's solution](#)

46.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cxt's solution](#)

47.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cxt's solution](#)

48.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cxt's solution](#)

49.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cxt's solution](#)

50.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cxt's solution](#)

51.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2017-06-20 · GNU C++11 (first AC) · Tags: implementation, strings

[cxt's solution](#)

52.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: implementation

[cxt's solution](#)

53.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cxt's solution](#)

54.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[cxt's solution](#)

55.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cxt's solution](#)

56.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[cxt's solution](#)

57.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cxt's solution](#)

58.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cxt's solution](#)

59.

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxt's solution](#)

60.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxt's solution](#)

61.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[cxt's solution](#)

62.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cxt's solution](#)

63.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy

[cxt's solution](#)

64.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2018-10-18 · Python 2 (first AC) · Tags: math

[cxt's solution](#)

65.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[cxt's solution](#)

66.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-06-23 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[cxt's solution](#)

67.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-06-23 · Python 3 (first AC) · Tags: implementation

[cxt's solution](#)

68.

889A

[Petya and Catacombs](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[cxt's solution](#)

69.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[cxt's solution](#)

70.

871A

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[cxt's solution](#)

71.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[cxt's solution](#)

72.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cxt's solution](#)

73.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cxt's solution](#)

74.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxt's solution](#)

75.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[cxt's solution](#)

76.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,507 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[cxt's solution](#)

77.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[cxt's solution](#)

78.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cxt's solution](#)

79.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[cxt's solution](#)

80.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cxt's solution](#)

81.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[cxt's solution](#)

82.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1400 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cxt's solution](#)

83.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cxt's solution](#)

84.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 1400 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cxt's solution](#)

85.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cxt's solution](#)

- 86.**
1949B
[Charming Meals](#) · [Tutorial](#)
Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[cxt's solution](#)
- 87.**
1776L
[Controllers](#) · [Tutorial](#)
Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[cxt's solution](#)
- 88.**
1765K
[Torus Path](#) · [Tutorial](#)
Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[cxt's solution](#)
- 89.**
1765N
[Number Reduction](#) · [Tutorial](#)
Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[cxt's solution](#)
- 90.**
1575J
[Jeopardy of Dropped Balls](#) · [Tutorial](#)
Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation
[cxt's solution](#)
- 91.**
1545A
[AquaMoon and Strange Sort](#) · [Tutorial](#)
Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[cxt's solution](#)
- 92.**
1416A
[k-Amazing Numbers](#) · [Tutorial](#)
Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[cxt's solution](#)
- 93.**
1236B
[Alice and the List of Presents](#) · [Tutorial](#)
Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cxt's solution](#)
- 94.**
1089G
[Guest Student](#) · [Tutorial](#)
Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
[cxt's solution](#)
- 95.**
1054C
[Candies Distribution](#) · [Tutorial](#)
Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cxt's solution](#)

96.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2018-02-10 · last AC: 2018-02-10 · PyPy 3 (first AC) · Tags: brute force, two pointers
[cxt's solution](#)

97.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[cxt's solution](#)

98.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation, strings
[cxt's solution](#)

99.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers
[cxt's solution](#)

100.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cxt's solution](#)

101.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cxt's solution](#)

102.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cxt's solution](#)

103.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cxt's solution](#)

104.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[cxt's solution](#)

105.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cxt's solution](#)

106.

839C

[Journey](#) · [Tutorial](#)

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107.

837C

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108.

403A

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109.

521A

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110.

809A

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111.

744A

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112.

614A

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113.

742B

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114.

556C

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115.

1938H

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116.

1801A

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117.

1528A

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118.

1396A

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119.

1137B

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848A

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122.

1071A

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123.

1060C

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124.

993A

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125.

966A

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126.

949A

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127.

913C

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128.

910B

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453A

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130.

781A

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131.

788A

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132.

837B

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835C

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832B

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135.

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736B

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137.

736A

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138.

447C

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139.

742D

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140.

742C

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169.

828C

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171.

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172.

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173.

1575D

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174.

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175.

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177.

1063B

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178.

913D

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179.

846F

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181.

883H

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182.

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185.

801C

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186.

667C

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187.

434A

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188.

403B

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[cxt's solution](#)

189.

828D

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[cxt's solution](#)

190.

777D

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2068F

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192.

2073A

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193.

1949C

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194.

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195.

1938C

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196.

1909D

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197.

1205B

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198.

1092F

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199.

1801C

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200.

1773K

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201.

1773A

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202.

1383B

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203.

512B

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Rating: 1900 · first AC: 2019-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, shortest paths
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204.

1090B

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205.

1089F

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206.

848B

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207.

1071B

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Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing
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208.

1054D

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209.

1063C

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210.

1060D

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211.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[cxt's solution](#)

212.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cxt's solution](#)

213.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy,

implementation

[cxt's solution](#)

214.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[cxt's solution](#)

215.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[cxt's solution](#)

216.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: binary search, dp

[cxt's solution](#)

217.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[cxt's solution](#)

218.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[cxt's solution](#)

219.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[cxt's solution](#)

220.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cxt's solution](#)

221.

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[cxt's solution](#)

222.

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[cxt's solution](#)

223.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[cxt's solution](#)

224.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[cxt's solution](#)

225.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive
[cxt's solution](#)

226.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[cxt's solution](#)

227.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[cxt's solution](#)

228.

820D

[Mister B and PR Shifts](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cxt's solution](#)

229.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy
[cxt's solution](#)

230.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxt's solution](#)

231.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[cxt's solution](#)

232.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[cxt's solution](#)

233.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cxt's solution](#)

234.

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

235.

1090K

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

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: math

[cxt's solution](#)

236.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy, math

[cxt's solution](#)

237.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[cxt's solution](#)

238.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cxt's solution](#)

239.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cxt's solution](#)

240.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-29 · last AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cxt's solution](#)

241.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[cxt's solution](#)

242.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive

[cxt's solution](#)

243.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-10-08 · last AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[cxt's solution](#)

244.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[cxt's solution](#)

245.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[cxt's solution](#)

246.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[cxt's solution](#)

247.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[cxt's solution](#)

248.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-07-06 · last AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cxt's solution](#)

249.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[cxt's solution](#)

250.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: binary search, dp

[cxt's solution](#)

251.

197D

[Infinite Maze](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing

[cxt's solution](#)

252.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cxt's solution](#)

253.

447D

[DZY Loves Modification](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cxt's solution](#)

254.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cxt's solution](#)

255.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[cxt's solution](#)

256.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[cxt's solution](#)

257.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cxt's solution](#)

258.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[cxt's solution](#)

259.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

260.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[cxt's solution](#)

261.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cxt's solution](#)

262.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[cxt's solution](#)

263.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[cxt's solution](#)

264.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[cxt's solution](#)

265.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[cxt's solution](#)

266.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[cxt's solution](#)

267.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · last AC: 2018-08-27 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[cxt's solution](#)

268.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[cxt's solution](#)

269.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[cxt's solution](#)

270.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[cxt's solution](#)

271.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[cxt's solution](#)

272.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[cxt's solution](#)

273.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[cxt's solution](#)

274.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[cxt's solution](#)

275.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[cxt's solution](#)

276.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[cxt's solution](#)

277.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[cxt's solution](#)

278.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cxt's solution](#)

279.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[cxt's solution](#)

280.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[cxt's solution](#)

281.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2017-06-22 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[cxt's solution](#)

282.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

283.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[cxt's solution](#)

284.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cxt's solution](#)

285.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

286.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[cxt's solution](#)

287.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[cxt's solution](#)

288.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[cxt's solution](#)

289.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[cxt's solution](#)

290.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[cxt's solution](#)

291.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[cxt's solution](#)

292.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[cxt's solution](#)

293.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[cxt's solution](#)

294.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[cxt's solution](#)

295.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cxt's solution](#)

296.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cxt's solution](#)

297.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cxt's solution](#)

298.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[cxt's solution](#)

299.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp

[cxt's solution](#)

300.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2018-08-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[cxt's solution](#)

301.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[cxt's solution](#)

302.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[cxt's solution](#)

303.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[cxt's solution](#)

304.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cxt's solution](#)

305.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[cxt's solution](#)

306.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[cxt's solution](#)

307.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cxt's solution](#)

308.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation

[cxt's solution](#)

309.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures

[cxt's solution](#)

310.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[cxt's solution](#)

311.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: flows

[cxt's solution](#)

312.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cxt's solution](#)

313.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[cxt's solution](#)

314.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[cxt's solution](#)

315.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cxt's solution](#)

316.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[cxt's solution](#)

317.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[cxt's solution](#)

318.

816D

[Karen and Test](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cxt's solution](#)

319.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[cxt's solution](#)

320.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cxt's solution](#)

321.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[cxt's solution](#)

322.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[cxt's solution](#)

323.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[cxt's solution](#)

324.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[cxt's solution](#)

325.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

326.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[cxt's solution](#)

327.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[cxt's solution](#)

328.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[cxt's solution](#)

329.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: flows, graphs

[cxt's solution](#)

330.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[cxt's solution](#)

331.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[cxt's solution](#)

332.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, two pointers

[cxt's solution](#)

333.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[cxt's solution](#)

334.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[cxt's solution](#)

335.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cxt's solution](#)

336.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[cxt's solution](#)

337.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-12-06 · last AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[cxt's solution](#)

338.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-12-01 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

probabilities

[cxt's solution](#)

339.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[cxt's solution](#)

340.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[cxt's solution](#)

341.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[cxt's solution](#)

342.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[cxt's solution](#)

343.

602E

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[cxt's solution](#)

344.

516C

[Brazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cxt's solution](#)

345.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2017-07-26 · last AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cxt's solution](#)

346.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[cxt's solution](#)

347.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[cxt's solution](#)

348.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxt's solution](#)

349.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

350.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

351.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[cxt's solution](#)

352.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[cxt's solution](#)

353.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[cxt's solution](#)

354.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cxt's solution](#)

355.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[cxt's solution](#)

356.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[cxt's solution](#)

357.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[cxt's solution](#)

358.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[cxt's solution](#)

359.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cxt's solution](#)

360.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[cxt's solution](#)

361.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[cxt's solution](#)

362.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[cxt's solution](#)

363.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[cxt's solution](#)

364.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[cxt's solution](#)

365.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[cxt's solution](#)

366.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[cxt's solution](#)

367.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[cxt's solution](#)

368.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[cxt's solution](#)

369.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings

[cxt's solution](#)

370.

866D

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

Rating: 2400 · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[cxt's solution](#)

371.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-11 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[cxt's solution](#)

372.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-10-10 · last AC: 2017-10-10 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[cxt's solution](#)

373.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[cxt's solution](#)

374.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-29 · last AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[cxt's solution](#)

375.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[cxt's solution](#)

376.

699E

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[cxt's solution](#)

377.

447E

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

Rating: 2400 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[cxt's solution](#)

378.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[cxt's solution](#)

379.

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[cxt's solution](#)

380.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2017-06-29 · last AC: 2017-06-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[cxt's solution](#)

381.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cxt's solution](#)

382.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math
[cxt's solution](#)

383.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[cxt's solution](#)

384.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[cxt's solution](#)

385.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
[cxt's solution](#)

386.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive
[cxt's solution](#)

387.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[cxt's solution](#)

388.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[cxt's solution](#)

389.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation
[cxt's solution](#)

390.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[cxt's solution](#)

391.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[cxt's solution](#)

392.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math
[cxt's solution](#)

393.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[cxt's solution](#)

394.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-28 · last AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[cxt's solution](#)

395.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy
[cxt's solution](#)

396.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, two pointers
[cxt's solution](#)

397.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[cxt's solution](#)

398.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[cxt's solution](#)

399.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: combinatorics, dp
[cxt's solution](#)

400.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs
[cxt's solution](#)

401.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2017-10-10 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[cxt's solution](#)

402.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: trees
[cxt's solution](#)

403.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[cxt's solution](#)

404.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[cxt's solution](#)

405.

740E

[Alyona and towers](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[cxt's solution](#)

406.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[cxt's solution](#)

407.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures
[cxt's solution](#)

408.

614E

[Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cxt's solution](#)

409.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[cxt's solution](#)

410.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cxt's solution](#)

411.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers
[cxt's solution](#)

412.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing
[cxt's solution](#)

413.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[cxt's solution](#)

414.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[cxt's solution](#)

415.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[cxt's solution](#)

416.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[cxt's solution](#)

417.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[cxt's solution](#)

418.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cxt's solution](#)

419.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[cxt's solution](#)

420.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cxt's solution](#)

421.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[cxt's solution](#)

422.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[cxt's solution](#)

423.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: strings

[cxt's solution](#)

424.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[cxt's solution](#)

425.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[cxt's solution](#)

426.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[cxt's solution](#)

427.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cxt's solution](#)

428.

1063D

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

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cxt's solution](#)

429.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: combinatorics, dp

[cxt's solution](#)

430.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[cxt's solution](#)

431.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[cxt's solution](#)

432.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2018-03-29 · Python 2 (first AC) · Tags: math

[cxt's solution](#)

433.

249C

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

Rating: 2600 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[cxt's solution](#)

434.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-21 · last AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[cxt's solution](#)

435.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dp, flows

[cxt's solution](#)

436.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[cxt's solution](#)

437.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[cxt's solution](#)

438.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2017-06-29 · GNU C++ (first AC) · Tags: bitmasks, shortest paths

[cxt's solution](#)

439.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cxt's solution](#)

440.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cxt's solution](#)

441.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[cxt's solution](#)

442.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[cxt's solution](#)

443.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[cxt's solution](#)

444.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[cxt's solution](#)

445.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cxt's solution](#)

446.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: geometry

[cxt's solution](#)

447.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: math, matrices, probabilities

[cxt's solution](#)

448.

995F

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

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees

[cxt's solution](#)

449.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[cxt's solution](#)

450.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: data structures

[cxt's solution](#)

451.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[cxt's solution](#)

452.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, math, sortings

[cxt's solution](#)

453.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2017-10-06 · last AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[cxt's solution](#)

454.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-27 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cxt's solution](#)

455.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[cxt's solution](#)

456.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[cxt's solution](#)

457.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cxt's solution](#)

458.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[cxt's solution](#)

459.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[cxt's solution](#)

460.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[cxt's solution](#)

461.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[cxt's solution](#)

462.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[cxt's solution](#)

463.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[cxt's solution](#)

464.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[cxt's solution](#)

465.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities
[cxt's solution](#)

466.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[cxt's solution](#)

467.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees
[cxt's solution](#)

468.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2017-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[cxt's solution](#)

469.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxt's solution](#)

470.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[cxt's solution](#)

471.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory
[cxt's solution](#)

472.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings
[cxt's solution](#)

473.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math
[cxt's solution](#)

474.

886F

[Symmetric Projections](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: 2900 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[cxt's solution](#)

475.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cxt's solution](#)

476.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 2900 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[cxt's solution](#)

477.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: math

[cxt's solution](#)

478.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: brute force

[cxt's solution](#)

479.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-08-06 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, trees

[cxt's solution](#)

480.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-10 · last AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[cxt's solution](#)

481.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2017-07-28 · last AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[cxt's solution](#)

482.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[cxt's solution](#)

483.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

484.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[cxt's solution](#)

485.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[cxt's solution](#)

486.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[cxt's solution](#)

487.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-28 · last AC: 2018-08-28 · GNU C++11 (first AC) · Tags: dp, interactive

[cxt's solution](#)

488.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cxt's solution](#)

489.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2018-04-11 · last AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[cxt's solution](#)

490.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[cxt's solution](#)

491.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[cxt's solution](#)

492.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[cxt's solution](#)

493.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[cxt's solution](#)

494.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

495.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[cxt's solution](#)

496.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[cxt's solution](#)

497.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[cxt's solution](#)

498.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2018-04-28 · last AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[cxt's solution](#)

499.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-04-18 · last AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[cxt's solution](#)

500.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2018-04-04 · GNU C++11 (first AC) · Tags: dp, math

[cxt's solution](#)

501.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[cxt's solution](#)

502.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-03 · GNU C++11 (first AC) · Tags: games

[cxt's solution](#)

503.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[cxt's solution](#)

504.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[cxt's solution](#)

505.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2018-03-04 · last AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities

[cxt's solution](#)

506.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cxt's solution](#)

507.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2018-11-29 · last AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix

structures, strings

[cxt's solution](#)

508.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2018-07-08 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[cxt's solution](#)

509.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cxt's solution](#)

510.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[cxt's solution](#)

511.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, trees

[cxt's solution](#)

512.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cxt's solution](#)

513.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[cxt's solution](#)

514.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cxt's solution](#)

515.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

516.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

517.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxt's solution](#)

518.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cxt's solution](#)

519.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxt's solution](#)

520.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cxt's solution](#)

521.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxt's solution](#)

522.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cxt's solution](#)

523.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cxt's solution](#)

524.

105632K

[Brotato](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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525.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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526.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cxt's solution](#)

527.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
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528.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cxt's solution](#)

529.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxt's solution](#)

530.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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531.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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532.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cxt's solution](#)

533.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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534.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

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535.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cxt's solution](#)

536.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxt's solution](#)

537.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[cxt's solution](#)

538.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

539.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cxt's solution](#)

540.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cxt's solution](#)

541.

104872C

[Driving License Exam](#) · [Tutorial](#)

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

[cxt's solution](#)

542.

104872J

[Streets of Flatland](#) · [Tutorial](#)

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

[cxt's solution](#)

543.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

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

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544.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

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

[cxt's solution](#)

545.

104872I

[Squares](#) · [Tutorial](#)

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

[cxt's solution](#)

546.

104872K

[Guess the String](#) · [Tutorial](#)

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

[cxt's solution](#)

547.

104872E

[Casino](#) · [Tutorial](#)

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

[cxt's solution](#)

548.

104872H

[Scooter Numbers](#) · [Tutorial](#)

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

[cxt's solution](#)

549.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

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

[cxt's solution](#)

550.

104872A

[Three Suitcases](#) · [Tutorial](#)

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

[cxt's solution](#)

551.

104872F

[Magic Square](#) · [Tutorial](#)

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

[cxt's solution](#)

552.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

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

[cxt's solution](#)

553.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

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

[cxt's solution](#)

554.

104871A

[Attendance](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

555.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

556.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

557.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

558.

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

559.

104871I

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

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

560.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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561.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

562.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

563.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

564.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

565.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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566.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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567.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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568.

104848G

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

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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569.

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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570.

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

571.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

572.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

573.

104848H

[Roman Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

574.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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575.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

576.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

577.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

578.

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

579.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

580.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

581.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

582.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

583.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

584.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

585.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

586.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

587.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

588.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

589.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

590.

104805F

[Bickford fuse](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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591.

104805D

[An abstract painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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592.

104805J

[Lampshade](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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593.

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

594.

104805H

[Crawling](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

595.

104805I

[Problem on array](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

596.

104805G

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Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

597.

104805K

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Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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598.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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599.

104805A

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600.

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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601.

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

602.

104805N

[First words](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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603.

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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604.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

605.

101986K

[Counting Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

606.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

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[cxt's solution](#)

607.

101986J

[String Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

608.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

609.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

610.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

611.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

612.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

613.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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614.

101987C

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

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[cxt's solution](#)

615.

101987G

[Secret Code](#) · [Tutorial](#)

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616.

101987B

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Rating: — · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

617.

101987F

[Parentheses](#) · [Tutorial](#)

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618.

101987J

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Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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619.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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620.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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621.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

622.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

623.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

624.

104614E

[Hilbert's Hedge Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

625.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

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626.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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627.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

628.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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629.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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630.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

631.

104614B

[A Musical Question](#) · [Tutorial](#)

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[cxt's solution](#)

632.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

633.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

634.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

635.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · last AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

636.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

637.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

638.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

639.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

640.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

641.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

642.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

643.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

644.

104782G

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645.

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649.

104772B

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Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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104772C

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104772I

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654.

104772G

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Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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655.

104772J

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656.

104772E

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104772K

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658.

104772D

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659.

104772M

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660.

104772A

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661.

104777C

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662.

104777B

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663.

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664.

104777H

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665.

104777F

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666.

104777D

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667.

104777L

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668.

104777J

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669.

104777N

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104777E

[Pins and Jumpers](#) · [Tutorial](#)

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671.

104777I

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[cxt's solution](#)

672.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

673.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

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104777G

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Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

675.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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676.

101471L

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Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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677.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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101471C

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Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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679.

101471A

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[cxt's solution](#)

680.

101471D

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Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

681.

101471F

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682.

101471I

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[cxt's solution](#)

683.

101471E

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Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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684.

101221G

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Rating: — · first AC: 2023-09-27 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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685.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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686.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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687.

101221E

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688.

101221I

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Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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689.

101221D

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690.

101221K

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Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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691.

101239H

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Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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692.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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693.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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694.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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695.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

696.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

697.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

698.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

699.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

700.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

701.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

702.

104427F

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

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

703.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

704.

104427K

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

705.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

706.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

707.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

708.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

709.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

710.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

711.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

712.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

713.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

714.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

715.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

716.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

717.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

718.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

719.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

720.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

721.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

722.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

723.

104345L

[Village Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

724.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

725.

104345M

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

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

726.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

727.

104345H

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

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

728.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

729.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

730.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

731.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

732.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

733.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

734.

104196C

[Ball of Whacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

735.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

736.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

737.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

738.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

739.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

740.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

741.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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742.

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

743.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

744.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

745.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

746.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

747.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

748.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

749.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

750.

102511B

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

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

751.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

752.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

753.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

754.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

755.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

756.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

757.

102412D

[The Jump from Height of Self-importance to Height of IQ Level](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

758.

102412C

[Steel Ball Run](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

759.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

760.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

761.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

762.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

763.

102412F

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764.

102412I

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Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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765.

104207D

[Mr. Panda and Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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766.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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767.

104207H

[Equidistance](#) · [Tutorial](#)

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768.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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769.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: —

[cxt's solution](#)

770.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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771.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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772.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

773.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

774.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

775.

102441K

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Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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776.

102441B

[Redistribution of Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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777.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

778.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

779.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

780.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

781.

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

782.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

783.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

784.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

785.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · PyPy 3-64 (first AC) · Tags: —

[cxt's solution](#)

786.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

787.

104197G

[Graph Problem With Small \\$\\$\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

788.

104197N

[No Zero-Sum Subsegment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

789.

104197D

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

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

790.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

791.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

792.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

793.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

794.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

795.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

796.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

797.

102201I

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

Rating: — · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

798.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

799.

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

800.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

801.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

802.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

803.

101955A

[Sockpuppets](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

804.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

805.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

806.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

807.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

808.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

809.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

810.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

811.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

812.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

813.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

814.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

815.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

816.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

817.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

818.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

819.

104064G

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

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

820.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

821.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

822.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

823.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

824.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

825.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

826.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

827.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

828.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

829.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

830.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

831.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

832.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

833.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

834.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

835.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

836.

102821C

[Cycle Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

837.

102821K

[King of Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

838.

102821A

[Autochess](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

839.

102821D

[Divide a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

840.

102821G

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

841.

102821E

[Edge, Path, Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

842.

102821I

[Inventory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

843.

102821H

[Hack a Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

844.

102821J

[Jump on Axis](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

845.

102821B

[Bin Packing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

846.

104021C

[Image Processing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

847.

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

848.

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

849.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

850.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

851.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

852.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

853.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

854.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

855.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · PyPy 3-64 (first AC) · Tags: —

[cxt's solution](#)

856.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

857.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

858.

104021N

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

Rating: — · first AC: 2022-11-18 · PyPy 3-64 (first AC) · Tags: —

[cxt's solution](#)

859.

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

860.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

861.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

862.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

863.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

864.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

865.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

866.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

867.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

868.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

869.

104010J

[Square Running](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

870.

104010L

[Shifting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

871.

104010B

[Magnetic Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

872.

104010I

[Circus Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

873.

104010G

[The Length of the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

874.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

875.

104010H

[Pines](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

876.

104010D

[The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

877.

104010F

[Lazy to Win](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

878.

104010C

[Campfire Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

879.

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

880.

104010A

[Rain Diary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

881.

104022F

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

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

[cxt's solution](#)

882.

104022L

[Sheep Village](#) · [Tutorial](#)

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

[cxt's solution](#)

883.

104022D

[Farm](#) · [Tutorial](#)

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

[cxt's solution](#)

884.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

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

[cxt's solution](#)

885.

104022B

[The Great Wall](#) · [Tutorial](#)

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

[cxt's solution](#)

886.

104022K

[Browser Games](#) · [Tutorial](#)

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

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887.

104022G

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

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888.

104022E

[Isomerism](#) · [Tutorial](#)

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

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889.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

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

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890.

104022A

[Best Player](#) · [Tutorial](#)

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

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891.

104020A

[Adjusted Average](#) · [Tutorial](#)

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

[cxt's solution](#)

892.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

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

[cxt's solution](#)

893.

104020G

[Grinding Gravel](#) · [Tutorial](#)

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

[cxt's solution](#)

894.

104020H

[House Numbering](#) · [Tutorial](#)

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

[cxt's solution](#)

895.

104020D

[Dividing DNA](#) · [Tutorial](#)

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

[cxt's solution](#)

896.

104020J

[Jagged Skyline](#) · [Tutorial](#)

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

[cxt's solution](#)

897.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

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

[cxt's solution](#)

898.

104020F

[Failing Flagship](#) · [Tutorial](#)

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

[cxt's solution](#)

899.

104020K

[Kiosk Construction](#) · [Tutorial](#)

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

[cxt's solution](#)

900.

104020B

[Bellevue](#) · [Tutorial](#)

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

[cxt's solution](#)

901.

104020L

[Lowest Latency](#) · [Tutorial](#)

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

[cxt's solution](#)

902.

104020E

[Equalising Audio](#) · [Tutorial](#)

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

[cxt's solution](#)

903.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

904.

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

905.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

906.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

907.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

908.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

909.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

910.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

911.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

912.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

913.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

914.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

915.

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

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

[cxt's solution](#)

916.

104012D

[Dice Grid](#) · [Tutorial](#)

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

[cxt's solution](#)

917.

104012F

[Focusing on Costs](#) · [Tutorial](#)

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

[cxt's solution](#)

918.

104012I

[IQ Game](#) · [Tutorial](#)

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

[cxt's solution](#)

919.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

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

[cxt's solution](#)

920.

104012M

[Mex and Cards](#) · [Tutorial](#)

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

[cxt's solution](#)

921.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

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

[cxt's solution](#)

922.

104012L

[Limited Swaps](#) · [Tutorial](#)

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

[cxt's solution](#)

923.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

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

[cxt's solution](#)

924.

104012C

[Computer Network](#) · [Tutorial](#)

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

[cxt's solution](#)

925.

104012A

[Absolutely Flat](#) · [Tutorial](#)

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

[cxt's solution](#)

926.

104012N

[New Time](#) · [Tutorial](#)

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

[cxt's solution](#)

927.

102155J

[Stairways](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

928.

102155D

[Lunch Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

929.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

930.

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

931.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

932.

102155I

[\\$\leq\\$ or \\$\geq\\$](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

933.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

934.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

935.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

936.

101482A

[Around the Track](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

937.

101482G

[Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

938.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

939.

101482K

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

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

940.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

941.

101482B

[Biking Duck](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

942.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

943.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

944.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

945.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

946.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

947.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

948.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

949.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

950.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

951.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

952.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

953.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

954.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

955.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

956.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

957.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

958.

102346E

[Exhibition of Clownfish](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

959.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

960.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

961.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

962.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

963.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

964.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

965.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

966.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

967.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

968.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

969.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

970.

103708G

[Going to the Regional](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

971.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

972.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

973.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

974.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

975.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

976.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

977.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

978.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

979.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

980.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

981.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

982.

103729I

[Latitude Compressor](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

983.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

984.

103729G

[Brick](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

985.

103729H

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

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

986.

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

987.

103729J

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

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

988.

103729B

[Potion\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · last AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

989.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

990.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

991.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

992.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

993.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

994.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

995.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

996.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

997.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

998.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

999.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1000.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1001.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1002.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1003.

103688J

[JOJO's Happy Tree Friends](#) · [Tutorial](#)

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

[cxt's solution](#)

1004.

103688B

[Lovely Fish](#) · [Tutorial](#)

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

[cxt's solution](#)

1005.

103688K

[Monkey Joe](#) · [Tutorial](#)

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

[cxt's solution](#)

1006.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1007.

103688D

[Collision Detector](#) · [Tutorial](#)

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

[cxt's solution](#)

1008.

103688H

[Kanbun](#) · [Tutorial](#)

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

[cxt's solution](#)

1009.

103688E

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

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

[cxt's solution](#)

1010.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1011.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

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

[cxt's solution](#)

1012.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

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

[cxt's solution](#)

1013.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

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

[cxt's solution](#)

1014.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · Python 3 (first AC) · Tags: —

[cxt's solution](#)

1015.

103495E

[Stone Ocean](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1016.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1017.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1018.

103495L

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1019.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1020.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1021.

103495C

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

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1022.

103495K

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

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1023.

103495H

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

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1024.

103495I

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

Rating: — · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1025.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1026.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[cxt's solution](#)

1027.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[cxt's solution](#)

1028.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[cxt's solution](#)

1029.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[cxt's solution](#)

1030.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[cxt's solution](#)

1031.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[cxt's solution](#)

1032.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[cxt's solution](#)

1033.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cxt's solution](#)

1034.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[cxt's solution](#)

1035.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[cxt's solution](#)

1036.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[cxt's solution](#)

1037.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[cxt's solution](#)

1038.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cxt's solution](#)

1039.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[cxt's solution](#)

1040.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxt's solution](#)

1041.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxt's solution](#)

1042.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxt's solution](#)

1043.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[cxt's solution](#)

1044.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxt's solution](#)

1045.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[cxt's solution](#)

1046.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1047.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1048.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1049.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1050.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1051.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1052.

103652F

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

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1053.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1054.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1055.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1056.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1057.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1058.

103158D

[2wix](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1059.

103158E

[AKA AKA learns number theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · PyPy 3-64 (first AC) · Tags: —

[cxt's solution](#)

1060.

103158C

[Topology vs Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1061.

103158I

[Binary string](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1062.

103158G

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

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1063.

103158B

[Zero equals Infinity!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1064.

103158K

[Helping Eagle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1065.

103158H

[Annoying posts](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1066.

103158F

[Memeable String](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1067.

103158J

[2wix+](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1068.

103158A

[Sakally Soldier](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1069.

103158L

[Memable Ace](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1070.

103351F

[Nomadic Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1071.

103351E

[The Best Present](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1072.

103351C

[Simplux](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1073.

103351H

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1074.

103351D

[Set game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1075.

103351G

[Digit analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1076.

103351B

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1077.

103351I

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

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1078.

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1079.

103351J

[Maximal perfectionism](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1080.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1081.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1082.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1083.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1084.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1085.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1086.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1087.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1088.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1089.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1090.

102800K

[Forager](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1091.

102800N

[Warmup:Expressway](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1092.

102800D

[Trie](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1093.

102800J

[Situation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1094.

102800I

[World Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1095.

102800H

[Curious](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1096.

102800F

[Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1097.

102800A

[Chord](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1098.

102800G

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1099.

102800M

[Warmup:Upanishad](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1100.

102800L

[Swimmer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1101.

102800C

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1102.

102800E

[Shorten the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[cxt's solution](#)

1103.

102800B

[Problem Select](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1104.

103577I

[Impossible problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1105.

103577G

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

Rating: — · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1106.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1107.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1108.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1109.

103577J

[Just enough squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1110.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1111.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1112.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1113.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1114.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1115.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1116.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1117.

102785I

[Noughts and crosses](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1118.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1119.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1120.

102785K

[Meson Collider](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1121.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1122.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1123.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · PyPy 2 (first AC) · Tags: —

[cxt's solution](#)

1124.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1125.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1126.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1127.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1128.

102780E

[Printed circuit board](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1129.

102780G

[Hourglass](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1130.

102780I

[Andrew and Python](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1131.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · PyPy 3 (first AC) · Tags: —

[cxt's solution](#)

1132.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1133.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1134.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1135.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1136.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1137.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1138.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1139.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1140.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1141.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1142.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1143.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1144.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1145.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1146.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1147.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1148.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1149.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1150.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1151.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1152.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1153.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1154.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1155.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1156.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1157.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1158.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1159.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1160.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1161.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1162.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1163.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1164.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1165.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1166.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1167.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1168.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1169.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1170.

103438A

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

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1171.

103115A

[chino with string](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1172.

103115D

[cocktail with swap](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1173.

103115C

[chino with minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1174.

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1175.

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1176.

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1177.

103115G

[cocktail with snake](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1178.

103115J

[do NOT a=2b](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1179.

103115E

[is the order a rabbit ??](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1180.

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1181.

103115K

[chino with c language](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1182.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1183.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1184.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1185.

101612F

[Fygon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1186.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1187.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1188.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1189.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1190.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1191.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1192.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1193.

103061M

[abushii Omoi](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1194.

103061H

[armless Sweetie](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1195.

103061D

[andelion Knight](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1196.

103061G

[liding Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1197.

103061K

[ätzlein Cocktail](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1198.

103061C

[hivalric Blossom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1199.

103061L

[et the wind tell you](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1200.

103061A

[stral Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1201.

103061F

[leeing Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1202.

103061J

[uvenile Galant](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1203.

103061E

[clipsing Star](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1204.

103061I

[cy Resurrection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1205.

103061B

[lazing Riff](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1206.

103061N

[anikore](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1207.

101408K

[Videopoker](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1208.

101408E

[Easy Climb](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1209.

101408C

[Cat vs. Dog](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1210.

101408I

[White Water Rafting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1211.

101408J

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1212.

101408F

[Sculpture](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1213.

101408A

[Equilibrium Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1214.

101408D

[Disgruntled Judge](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1215.

101408B

[Proving Equivalences](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1216.

101408H

[Matchsticks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1217.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1218.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1219.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1220.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1221.

103388C

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

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1222.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1223.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1224.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1225.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1226.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1227.

103366D

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

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1228.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1229.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1230.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1231.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1232.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · PyPy 3 (first AC) · Tags: —

[cxt's solution](#)

1233.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1234.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1235.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1236.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1237.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1238.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1239.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1240.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1241.

103371K

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

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1242.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1243.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1244.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1245.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1246.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1247.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1248.

103328I

[Road Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1249.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1250.

103328D

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1251.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1252.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1253.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1254.

100518G

[Gold Mine](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1255.

100518A

[Approximate Bounding Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1256.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1257.

100518C

[Catalonian Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1258.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1259.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1260.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1261.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1262.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1263.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1264.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1265.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1266.

103261I

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

Rating: — · first AC: 2021-10-22 · Python 3 (first AC) · Tags: —

[cxt's solution](#)

1267.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1268.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1269.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1270.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1271.

103098D

[Display of Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1272.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1273.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1274.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1275.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1276.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1277.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1278.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1279.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1280.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1281.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1282.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1283.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1284.

103118K

[Piggy Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1285.

103118A

[Beta Go](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1286.

103118L

[Construction of 5G Base Stations](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1287.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1288.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1289.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1290.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1291.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1292.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1293.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1294.

102500K

[Kitesurfing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1295.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1296.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1297.

103102I

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1298.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1299.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1300.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1301.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1302.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1303.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1304.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1305.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1306.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1307.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1308.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1309.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1310.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1311.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1312.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1313.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1314.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1315.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1316.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1317.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1318.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1319.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1320.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1321.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1322.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1323.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1324.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1325.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1326.

103049C

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

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1327.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1328.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1329.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1330.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1331.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1332.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1333.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1334.

102471C

[Dirichlet \$\mathbb{Z}\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1335.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1336.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1337.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1338.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1339.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1340.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1341.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1342.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1343.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1344.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · last AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1345.

102460F

[Miss Sloane](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1346.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1347.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1348.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1349.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1350.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1351.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1352.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1353.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1354.

101234H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1355.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1356.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1357.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1358.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1359.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1360.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · last AC: 2020-12-16 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1361.

100520H

[Hide-and-Seek](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1362.

100520C

[Catalian Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1363.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1364.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1365.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1366.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1367.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1368.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1369.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1370.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1371.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1372.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1373.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1374.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · Python 3 (first AC) · Tags: —

[cxt's solution](#)

1375.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1376.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1377.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · last AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1378.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1379.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1380.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1381.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1382.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1383.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1384.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1385.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1386.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1387.

102832E

[Defense of Valor League](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1388.

102832B

[The Tortoise and the Hare](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1389.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1390.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1391.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1392.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1393.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1394.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1395.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1396.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1397.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1398.

102192K

[Pop the Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cxt's solution](#)

1399.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1400.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1401.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1402.

102192A

[Character Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1403.

102192D

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

Rating: — · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1404.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1405.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1406.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1407.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1408.

100554E

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

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1409.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · last AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1410.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1411.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1412.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1413.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1414.

101485H

[Hole in One](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1415.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1416.

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1417.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1418.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1419.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1420.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1421.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1422.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1423.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1424.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1425.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1426.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1427.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1428.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1429.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1430.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1431.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1432.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1433.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1434.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1435.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1436.

101170E

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

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1437.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1438.

100608J

[Jinxiety of a Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1439.

100608A

[Ambitious Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1440.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1441.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1442.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1443.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1444.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1445.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1446.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1447.

101623K

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

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1448.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1449.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1450.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1451.

101206C

[Mr. Panda and Survey](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · last AC: 2018-12-17 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1452.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1453.

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · Python 3 (first AC) · Tags: —

[cxt's solution](#)

1454.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1455.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1456.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1457.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1458.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1459.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1460.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1461.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1462.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1463.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1464.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1465.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1466.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1467.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1468.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1469.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1470.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1471.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1472.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cxt's solution](#)

1473.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1474.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1475.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1476.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1477.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1478.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1479.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1480.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1481.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1482.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[cxt's solution](#)

1483.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1484.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1485.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1486.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1487.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1488.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: —

[cxt's solution](#)

1489.

101620L

[Lunar Landscape](#) · [Tutorial](#)

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