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Unique solved — czjxyz

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

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

Filters: none

Count: 846

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)
[czjxyz's solution](#)

2.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)
[czjxyz's solution](#)

3.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)
[czjxyz's solution](#)

4.

2172A

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

Quality: 14,562 global accepts · Rating: 800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)
[czjxyz's solution](#)

5.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[czjxyz's solution](#)

6.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#)
[czjxyz's solution](#)

7.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [games](#)
[czjxyz's solution](#)

8.

1845A

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

Quality: 47,386 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)
[czjxyz's solution](#)

9.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: [games](#), [math](#)
[czjxyz's solution](#)

10.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[czjxyz's solution](#)

11.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[czjxyz's solution](#)

12.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[czjxyz's solution](#)

13.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[czjxyz's solution](#)

14.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[czjxyz's solution](#)

15.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[czjxyz's solution](#)

16.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[czjxyz's solution](#)

17.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[czjxyz's solution](#)

18.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[czjxyz's solution](#)

19.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[czjxyz's solution](#)

20.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[czjxyz's solution](#)

21.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[czjxyz's solution](#)

22.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[czjxyz's solution](#)

23.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[czjxyz's solution](#)

24.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[czjxyz's solution](#)

25.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[czjxyz's solution](#)

26.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[czjxyz's solution](#)

27.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: math

[czjxyz's solution](#)

28.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[czjxyz's solution](#)

29.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[czjxyz's solution](#)

30.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[czjxyz's solution](#)

31.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[czjxyz's solution](#)

32.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[czjxyz's solution](#)

33.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[czjxyz's solution](#)

34.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[czjxyz's solution](#)

35.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math
[czjxyz's solution](#)

36.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[czjxyz's solution](#)

37.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[czjxyz's solution](#)

38.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[czjxyz's solution](#)

39.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[czjxyz's solution](#)

40.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[czjxyz's solution](#)

41.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[czjxyz's solution](#)

42.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[czjxyz's solution](#)

43.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[czjxyz's solution](#)

44.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[czjxyz's solution](#)

45.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[czjxyz's solution](#)

46.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[czjxyz's solution](#)

47.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[czjxyz's solution](#)

48.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[czjxyz's solution](#)

49.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation

[czjxyz's solution](#)

50.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[czjxyz's solution](#)

51.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[czjxyz's solution](#)

52.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[czjxyz's solution](#)

53.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[czjxyz's solution](#)

54.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[czjxyz's solution](#)

55.

2211C1

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

Quality: 9,125 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[czjxyz's solution](#)

56.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[czjxyz's solution](#)

57.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[czjxyz's solution](#)

58.

2172M

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

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[czjxyz's solution](#)

59.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[czjxyz's solution](#)

60.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[czjxyz's solution](#)

61.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[czjxyz's solution](#)

62.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[czjxyz's solution](#)

63.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[czjxyz's solution](#)

64.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[czjxyz's solution](#)

65.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[czjxyz's solution](#)

66.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[czjxyz's solution](#)

67.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[czjxyz's solution](#)

68.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[czjxyz's solution](#)

69.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[czjxyz's solution](#)

70.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[czjxyz's solution](#)

71.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[czjxyz's solution](#)

72.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[czjxyz's solution](#)

73.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[czjxyz's solution](#)

74.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[czjxyz's solution](#)

75.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[czjxyz's solution](#)

76.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[czjxyz's solution](#)

77.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[czjxyz's solution](#)

78.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[czjxyz's solution](#)

79.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[czjxyz's solution](#)

80.

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[czjxyz's solution](#)

81.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[czjxyz's solution](#)

82.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[czjxyz's solution](#)

83.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[czjxyz's solution](#)

84.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[czjxyz's solution](#)

85.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[czjxyz's solution](#)

86.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[czjxyz's solution](#)

87.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[czjxyz's solution](#)

88.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[czjxyz's solution](#)

89.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[czjxyz's solution](#)

90.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[czjxyz's solution](#)

91.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[czjxyz's solution](#)

92.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[czjxyz's solution](#)

93.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[czjxyz's solution](#)

94.

2172F

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

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[czjxyz's solution](#)

95.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

96.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[czjxyz's solution](#)

97.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[czjxyz's solution](#)

98.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[czjxyz's solution](#)

99.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[czjxyz's solution](#)

100.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[czjxyz's solution](#)

101.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math
[czjxyz's solution](#)

102.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[czjxyz's solution](#)

103.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[czjxyz's solution](#)

104.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[czjxyz's solution](#)

105.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[czjxyz's solution](#)

106.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[czjxyz's solution](#)

107.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[czjxyz's solution](#)

108.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[czjxyz's solution](#)

109.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[czjxyz's solution](#)

110.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[czjxyz's solution](#)

111.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[czjxyz's solution](#)

112.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[czjxyz's solution](#)

113.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[czjxyz's solution](#)

114.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math

[czjxyz's solution](#)

115.

2211C2

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

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[czjxyz's solution](#)

116.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[czjxyz's solution](#)

117.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[czjxyz's solution](#)

118.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[czjxyz's solution](#)

119.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[czjxyz's solution](#)

120.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[czjxyz's solution](#)

121.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[czjxyz's solution](#)

122.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[czjxyz's solution](#)

123.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[czjxyz's solution](#)

124.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[czjxyz's solution](#)

125.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[czjxyz's solution](#)

126.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[czjxyz's solution](#)

127.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[czjxyz's solution](#)

128.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[czjxyz's solution](#)

129.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[czjxyz's solution](#)

130.

2038G

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

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[czjxyz's solution](#)

131.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

132.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[czjxyz's solution](#)

133.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[czjxyz's solution](#)

134.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[czjxyz's solution](#)

135.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[czjxyz's solution](#)

136.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[czjxyz's solution](#)

137.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[czjxyz's solution](#)

138.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[czjxyz's solution](#)

139.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[czjxyz's solution](#)

140.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[czjxyz's solution](#)

141.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[czjxyz's solution](#)

142.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[czjxyz's solution](#)

143.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[czjxyz's solution](#)

144.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[czjxyz's solution](#)

145.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[czjxyz's solution](#)

146.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
[czjxyz's solution](#)

147.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[czjxyz's solution](#)

148.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[czjxyz's solution](#)

149.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[czjxyz's solution](#)

150.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
[czjxyz's solution](#)

151.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory
[czjxyz's solution](#)

152.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[czjxyz's solution](#)

153.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

154.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[czjxyz's solution](#)

155.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

156.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[czjxyz's solution](#)

157.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[czjxyz's solution](#)

158.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[czjxyz's solution](#)

159.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[czjxyz's solution](#)

160.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[czjxyz's solution](#)

161.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[czjxyz's solution](#)

162.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[czjxyz's solution](#)

163.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[czjxyz's solution](#)

164.

1628D1

[Game on Sum \(Easy Version\) · Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[czjxyz's solution](#)

165.

1626D

[Martial Arts Tournament · Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[czjxyz's solution](#)

166.

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[czjxyz's solution](#)

167.

2215C

[Oriented Journey · Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[czjxyz's solution](#)

168.

2206C

[Upside Down Dijkstra · Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[czjxyz's solution](#)

169.

1938E

[Duplicates · Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

170.

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[czjxyz's solution](#)

171.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[czjxyz's solution](#)

172.

1795E

[Explosions? · Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[czjxyz's solution](#)

173.

1641C

[Anonymity Is Important · Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[czjxyz's solution](#)

174.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[czjxyz's solution](#)

175.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[czjxyz's solution](#)

176.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: data structures, dp
[czjxyz's solution](#)

177.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp
[czjxyz's solution](#)

178.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities
[czjxyz's solution](#)

179.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu
[czjxyz's solution](#)

180.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[czjxyz's solution](#)

181.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

182.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[czjxyz's solution](#)

183.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[czjxyz's solution](#)

184.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[czjxyz's solution](#)

185.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[czjxyz's solution](#)

186.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[czjxyz's solution](#)

187.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[czjxyz's solution](#)

188.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[czjxyz's solution](#)

189.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[czjxyz's solution](#)

190.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[czjxyz's solution](#)

191.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[czjxyz's solution](#)

192.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[czjxyz's solution](#)

193.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

194.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

195.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[czjxyz's solution](#)

196.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[czjxyz's solution](#)

197.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[czjxyz's solution](#)

198.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[czjxyz's solution](#)

199.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[czjxyz's solution](#)

200.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[czjxyz's solution](#)

201.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[czjxyz's solution](#)

202.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[czjxyz's solution](#)

203.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[czjxyz's solution](#)

204.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees
[czjxyz's solution](#)

205.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[czjxyz's solution](#)

206.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry
[czjxyz's solution](#)

207.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees
[czjxyz's solution](#)

208.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[czjxyz's solution](#)

209.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[czjxyz's solution](#)

210.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[czjxyz's solution](#)

211.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[czjxyz's solution](#)

212.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[czjxyz's solution](#)

213.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[czjxyz's solution](#)

214.

1776J

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

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[czjxyz's solution](#)

215.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[czjxyz's solution](#)

216.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[czjxyz's solution](#)

217.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[czjxyz's solution](#)

218.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[czjxyz's solution](#)

219.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[czjxyz's solution](#)

220.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[czjxyz's solution](#)

221.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[czjxyz's solution](#)

222.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[czjxyz's solution](#)

223.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[czjxyz's solution](#)

224.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[czjxyz's solution](#)

225.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities

[czjxyz's solution](#)

226.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[czjxyz's solution](#)

227.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

228.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[czjxyz's solution](#)

229.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[czjxyz's solution](#)

230.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[czjxyz's solution](#)

231.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[czjxyz's solution](#)

232.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[czjxyz's solution](#)

233.

2215D

[EXPloration, EXPloitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 115 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[czjxyz's solution](#)

234.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[czjxyz's solution](#)

235.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[czjxyz's solution](#)

236.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[czjxyz's solution](#)

237.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[czjxyz's solution](#)

238.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[czjxyz's solution](#)

239.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation

[czjxyz's solution](#)

240.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[czjxyz's solution](#)

241.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[czjxyz's solution](#)

242.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[czjxyz's solution](#)

243.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[czjxyz's solution](#)

244.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[czjxyz's solution](#)

245.

1667E

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

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[czjxyz's solution](#)

246.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[czjxyz's solution](#)

247.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[czjxyz's solution](#)

248.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees
[czjxyz's solution](#)

249.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers
[czjxyz's solution](#)

250.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[czjxyz's solution](#)

251.

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[czjxyz's solution](#)

252.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[czjxyz's solution](#)

253.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[czjxyz's solution](#)

254.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[czjxyz's solution](#)

255.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

256.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

257.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

258.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

259.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

260.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

261.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

262.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

263.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

264.

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

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

265.

105537D

[Defective Script](#) · [Tutorial](#)

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

266.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

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

267.

105537G

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

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

268.

105537L

[Longest Common Substring](#) · [Tutorial](#)

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

269.

105537M

[Misère](#) · [Tutorial](#)

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

270.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

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

271.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

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

272.

105537J

[Just Half is Enough](#) · [Tutorial](#)

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

273.

105537F

[False Alarm](#) · [Tutorial](#)

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

274.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

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

275.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

276.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

277.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

278.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

279.

105633B

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

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

280.

105633E

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

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

281.

105633A

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

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

282.

105633I

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

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[czjxyz's solution](#)

283.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

284.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

285.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

286.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

287.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

288.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

289.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

290.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

291.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[czjxyz's solution](#)

292.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

293.

102511B

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

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

294.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

295.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

296.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

297.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

298.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

299.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[czjxyz's solution](#)

300.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[czjxyz's solution](#)

301.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[czjxyz's solution](#)

302.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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303.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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304.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[czjxyz's solution](#)

305.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

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306.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[czjxyz's solution](#)

307.

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

308.

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

309.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[czjxyz's solution](#)

310.

104848J

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

311.

104848D

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

312.

104848E

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

313.

104848G

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

314.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

315.

104848H

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

316.

104848N

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

317.

104848A

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

318.

104848F

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

319.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

320.

104821E

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

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

321.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

322.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

323.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

324.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

325.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

326.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

327.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

328.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

329.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

330.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

331.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

332.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

333.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

334.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

335.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

336.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

337.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

338.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

339.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

340.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

341.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

342.

101239E

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

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

343.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

344.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

345.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

346.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

347.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

348.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

349.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

350.

101239A

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

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

351.

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

352.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

353.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

354.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

355.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

356.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

357.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

358.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

359.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

360.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

361.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

362.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

363.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

364.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

365.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

366.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

367.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

368.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

369.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

370.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

371.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

372.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

373.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

374.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

375.

102341L

[Lati@s](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

376.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

377.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

378.

102341K

[Kecleon](#) · [Tutorial](#)

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[czjxyz's solution](#)

379.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

380.

102341G

[Gurdurr](#) · [Tutorial](#)

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[czjxyz's solution](#)

381.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

382.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

383.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

384.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

385.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

386.

102354C

[Money Sharing](#) · [Tutorial](#)

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[czjxyz's solution](#)

387.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

388.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

389.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

390.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

391.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

392.

104427G

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

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

393.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

394.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

395.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

396.

104013L

[Lost Permutation](#) · [Tutorial](#)

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[czjxyz's solution](#)

397.

104013D

[Display](#) · [Tutorial](#)

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[czjxyz's solution](#)

398.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

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[czjxyz's solution](#)

399.

104013F

[Futures Market Trends](#) · [Tutorial](#)

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[czjxyz's solution](#)

400.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

401.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

402.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

403.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

404.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

405.

104345L

[Village Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

406.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

407.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

408.

104345M

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

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

409.

104345H

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

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

410.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

411.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

412.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

413.

104452G

[Progress bar](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

414.

104452N

[Contest with bug](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

415.

104207F

[Fair Lottery](#) · [Tutorial](#)

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[czjxyz's solution](#)

416.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

417.

104207H

[Equidistance](#) · [Tutorial](#)

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[czjxyz's solution](#)

418.

104207J

[Subway Chasing](#) · [Tutorial](#)

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[czjxyz's solution](#)

419.

104207G

[Alice's Stamps](#) · [Tutorial](#)

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[czjxyz's solution](#)

420.

104207C

[Rich Game](#) · [Tutorial](#)

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[czjxyz's solution](#)

421.

104207K

[Knightmare](#) · [Tutorial](#)

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[czjxyz's solution](#)

422.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

423.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

424.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

425.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

426.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

427.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

428.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

429.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

430.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

431.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

432.

104128I

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

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

433.

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

434.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

435.

104172L

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

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

436.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

437.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

438.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

439.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

440.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

441.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

442.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

443.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

444.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

445.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

446.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

447.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

448.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

449.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

450.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

451.

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

452.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

453.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

454.

102576I

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

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

455.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

456.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

457.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

458.

103098B

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

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

459.

103098G

[Game on a Tree](#) · [Tutorial](#)

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

460.

103098F

[Friendship Circles](#) · [Tutorial](#)

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

461.

103098E

[Even Intervals](#) · [Tutorial](#)

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

462.

103098L

[Long Grid Covering](#) · [Tutorial](#)

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

463.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

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

464.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

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

465.

103098C

[Cartesian MST](#) · [Tutorial](#)

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

466.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

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

467.

103098J

[Joyful Numbers](#) · [Tutorial](#)

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

468.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

469.

104059M

[Mirror Madness](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

470.

104059F

[Formula Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

471.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

472.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

473.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

474.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

475.

104059I

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

476.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

477.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

478.

104059C

[Chaotic Construction](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

479.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

480.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

481.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

482.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

483.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

484.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

485.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

486.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

487.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

488.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

489.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

490.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

491.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

492.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

493.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

494.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

495.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

496.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

497.

103329C

[0 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

498.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

499.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

500.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

501.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

502.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

503.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

504.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

505.

104065M

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

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

506.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

507.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

508.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

509.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

510.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

511.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

512.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

513.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

514.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

515.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

516.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

517.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

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

518.

102412C

[Steel Ball Run](#) · [Tutorial](#)

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

519.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

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

520.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

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

521.

102412F

[IQ Test](#) · [Tutorial](#)

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

522.

102412I

[Find the Vertex](#) · [Tutorial](#)

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

523.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

524.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

525.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

526.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

527.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

528.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

529.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

530.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

531.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

532.

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

533.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

534.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

535.

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

536.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

537.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

538.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

539.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

540.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

541.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

542.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · Python 3 (first AC) · Tags: —
[czjxyz's solution](#)

543.

104021N

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

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

544.

104022D

[Farm](#) · [Tutorial](#)

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

545.

104022G

[Photograph](#) · [Tutorial](#)

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

546.

104022K

[Browser Games](#) · [Tutorial](#)

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

547.

104022E

[Isomerism](#) · [Tutorial](#)

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

548.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

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

549.

104022B

[The Great Wall](#) · [Tutorial](#)

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

550.

104022A

[Best Player](#) · [Tutorial](#)

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

551.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

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

552.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

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

553.

104023K

[I Wanna Maker](#) · [Tutorial](#)

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

554.

104023A

[Dunai](#) · [Tutorial](#)

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

555.

104023C

[Grass](#) · [Tutorial](#)

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

556.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

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

557.

104023D

[Sternhalma](#) · [Tutorial](#)

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

558.

104023G

[Grade 2](#) · [Tutorial](#)

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

559.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

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

560.

103415A

[Math Ball](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

561.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

562.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

563.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

564.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

565.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

566.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

567.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

568.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

569.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

570.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

571.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

572.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

573.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

574.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

575.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

576.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

577.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

578.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

579.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

580.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

581.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

582.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

583.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

584.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

585.

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

586.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

587.

103729J

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

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

588.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

589.

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

590.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

591.

103729B

[Potion\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

592.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

593.

103743D

[Finding Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

594.

103743F

[Pockets](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

595.

103743L

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

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

596.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

597.

103743H

[Super Gray Pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

598.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

599.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

600.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

601.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

602.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

603.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

604.

102832G

[Monkey's Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

605.

102832J

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

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

606.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

607.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

608.

102832D

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

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

609.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

610.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · last AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

611.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

612.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

613.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

614.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

615.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

616.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

617.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

618.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

619.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

620.

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

621.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

622.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

623.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

624.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

625.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

626.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · last AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

627.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

628.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

629.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

630.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

631.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

632.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

633.

103107G

[Go? No](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

634.

103107C

[Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

635.

103107I

[ICU4C](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

636.

103107L

[Labi-Ribi](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

637.

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

638.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

639.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

640.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

641.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

642.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

643.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

644.

103438H

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

645.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

646.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

647.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

648.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

649.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

650.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

651.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

652.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

653.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

654.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

655.

103438A

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

Rating: — · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

656.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

657.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[czjxyz's solution](#)

658.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

659.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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660.

103388A

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661.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

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662.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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663.

103388G

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664.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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665.

103388C

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666.

103388K

[Kathmandu](#) · [Tutorial](#)

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667.

103388H

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668.

103469G

[Glory Graph](#) · [Tutorial](#)

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669.

103469B

[Bruteforce](#) · [Tutorial](#)

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670.

103469H

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671.

103469E

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672.

103469F

[Fancy Formulas](#) · [Tutorial](#)

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673.

103469A

[AND](#) · [Tutorial](#)

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[czjxyz's solution](#)

674.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

675.

103637F

[Function analysis](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

676.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

677.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

678.

103637A

[Agile permutation](#) · [Tutorial](#)

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[czjxyz's solution](#)

679.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

680.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

681.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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682.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

683.

103652B

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

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

684.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

685.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

686.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

687.

103652K

[Sticks](#) · [Tutorial](#)

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[czjxyz's solution](#)

688.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

689.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

690.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

691.

103687M

[BpbBppbBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

692.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

693.

103687A

[JB Loves Math](#) · [Tutorial](#)

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694.

103687C

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

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[czjxyz's solution](#)

695.

103687B

[JB Loves Comma](#) · [Tutorial](#)

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696.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —
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697.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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698.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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699.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

700.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

701.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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702.

102992H

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703.

102992L

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704.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

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705.

102431I

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[czjxyz's solution](#)

706.

102431L

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707.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

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708.

102431A

[Kick Start](#) · [Tutorial](#)

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[czjxyz's solution](#)

709.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

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[czjxyz's solution](#)

710.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

711.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

712.

103069A

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

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

713.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

714.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

715.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

716.

101981C

[Cherry and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

717.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

718.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

719.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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720.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

721.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

722.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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723.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

724.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

725.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

726.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

727.

103366D

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

Rating: — · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

728.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

729.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

730.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

731.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

732.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

733.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · PyPy 3 (first AC) · Tags: —
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734.

103366L

[It Rains Again](#) · [Tutorial](#)

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735.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

736.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

737.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

738.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

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[czjxyz's solution](#)

739.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

740.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

741.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

742.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

743.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

744.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

745.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

746.

100829I

[Hacking the Screen](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

747.

100829D

[Feeding the Herrings](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

748.

100829H

[Plankton Food](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

749.

100829C

[The Fox and the Owl](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

750.

100829E

[Jumping Yoshi](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

751.

100829B

[Falcon Dive](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

752.

100829A

[Chasing the Cheetahs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

753.

100829F

[Lunch Menu](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

754.

100829G

[The Owl and the Fox](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

755.

101519A

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

756.

101519H

[Walking the Plank](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

757.

101519F

[Ultimate Finishing Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

758.

101519I

[Parking Ships](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

759.

101519D

[Bad Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

760.

101519G

[Doubloon Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

761.

101519B

[Quick out of the Harbour](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

762.

101519J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

763.

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

764.

101512I

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

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

765.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

766.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

767.

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

768.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

769.

100827J

[Stamp Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

770.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

771.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

772.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

773.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

774.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

775.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

776.

100827E

[Hill Number](#) · [Tutorial](#)

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[czjxyz's solution](#)

777.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[czjxyz's solution](#)

778.

100827H

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782.

103261H

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783.

103261G

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784.

103261F

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785.

103443J

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786.

103443L

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787.

103443C

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788.

103443G

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789.

103443I

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790.

103443F

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791.

103443D

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792.

103443B

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793.

103443M

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794.

103443A

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795.

102896G

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796.

102896D

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798.

102896L

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799.

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800.

102896A

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801.

102896M

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802.

102896K

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803.

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805.

102956B

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[czjxyz's solution](#)

806.

102956C

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Rating: — · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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807.

102956D

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Rating: — · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

808.

102956I

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Rating: — · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

809.

102956M

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810.

102956G

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811.

102956J

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812.

102916K

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813.

102916J

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814.

102916M

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815.

102916D

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[czjxyz's solution](#)

816.

102916L

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817.

102916B

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Rating: — · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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818.

102916G

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819.

101630L

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820.

101630A

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821.

101630D

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822.

101630C

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823.

101630B

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824.

101630E

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825.

102984D

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Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

826.

102984E

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Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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827.

102984G

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Rating: — · first AC: 2022-01-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

828.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

829.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

830.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

831.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

832.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

833.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

834.

103447B

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

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

835.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[czjxyz's solution](#)

836.

103427G

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

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

837.

103427I

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838.

103427M

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Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
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839.

103427H

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Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

840.

103427L

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

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

841.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
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842.

103427B

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Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

843.

103427F

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

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[czjxyz's solution](#)

844.

103427E

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

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[czjxyz's solution](#)

845.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: *special, dp, math
[czjxyz's solution](#)

846.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-29 · last AC: 2019-07-29 · GNU C++11 (first AC) · Tags: *special, data structures, dp, trees
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