

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

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Unique solved — darked

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

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

Filters: none

Count: 257

- 1.**
1720B
[Interesting Sum](#) · [Tutorial](#)
Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[darked's solution](#)
- 2.**
1734B
[Bright, Nice, Brilliant](#) · [Tutorial](#)
Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[darked's solution](#)
- 3.**
1734A
[Select Three Sticks](#) · [Tutorial](#)
Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[darked's solution](#)
- 4.**
1728B
[Best Permutation](#) · [Tutorial](#)
Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[darked's solution](#)
- 5.**
1728A
[Colored Balls: Revisited](#) · [Tutorial](#)
Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[darked's solution](#)
- 6.**
1579A
[Casimir's String Solitaire](#) · [Tutorial](#)
Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: math, strings
[darked's solution](#)
- 7.**
1611B
[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)
Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[darked's solution](#)
- 8.**
1611A
[Make Even](#) · [Tutorial](#)
Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[darked's solution](#)
- 9.**
1311A
[Add Odd or Subtract Even](#) · [Tutorial](#)
Quality: 46,275 global accepts · Rating: 800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[darked's solution](#)

10.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: games, greedy, math
[darked's solution](#)

11.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[darked's solution](#)

12.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-16 · Python 3 (first AC) · Tags: math
[darked's solution](#)

13.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,148 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[darked's solution](#)

14.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[darked's solution](#)

15.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[darked's solution](#)

16.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: math
[darked's solution](#)

17.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[darked's solution](#)

18.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: strings
[darked's solution](#)

19.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-03 · Python 3 (first AC) · Tags: games, math
[darked's solution](#)

20.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[darked's solution](#)

21.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation

[darked's solution](#)

22.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: implementation

[darked's solution](#)

23.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[darked's solution](#)

24.

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory

[darked's solution](#)

25.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: math

[darked's solution](#)

26.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,681 global accepts · Rating: 900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[darked's solution](#)

27.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation

[darked's solution](#)

28.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[darked's solution](#)

29.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers

[darked's solution](#)

30.

1241B

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

Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: brute force, strings

[darked's solution](#)

31.

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[darked's solution](#)

32.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[darked's solution](#)

33.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: implementation
[darked's solution](#)

34.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · last AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation
[darked's solution](#)

35.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: math
[darked's solution](#)

36.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,559 global accepts · Rating: 1100 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: data structures, implementation
[darked's solution](#)

37.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy
[darked's solution](#)

38.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,394 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation
[darked's solution](#)

39.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: implementation
[darked's solution](#)

40.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[darked's solution](#)

41.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[darked's solution](#)

42.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[darked's solution](#)

43.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, sortings
[darked's solution](#)

44.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[darked's solution](#)

45.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[darked's solution](#)

46.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: math
[darked's solution](#)

47.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation
[darked's solution](#)

48.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation
[darked's solution](#)

49.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[darked's solution](#)

50.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force
[darked's solution](#)

51.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[darked's solution](#)

52.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,915 global accepts · Rating: 1300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings
[darked's solution](#)

53.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: data structures, implementation
[darked's solution](#)

- 54.**
1216D
[Swords](#) · [Tutorial](#)
Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: math
[darked's solution](#)
- 55.**
189A
[Cut Ribbon](#) · [Tutorial](#)
Quality: 80,891 global accepts · Rating: 1300 · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: brute force, dp
[darked's solution](#)
- 56.**
716B
[Complete the Word](#) · [Tutorial](#)
Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, two pointers
[darked's solution](#)
- 57.**
610B
[Vika and Squares](#) · [Tutorial](#)
Quality: 8,334 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[darked's solution](#)
- 58.**
227A
[Where do I Turn?](#) · [Tutorial](#)
Quality: 4,585 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: geometry
[darked's solution](#)
- 59.**
1919C
[Grouping Increases](#) · [Tutorial](#)
Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[darked's solution](#)
- 60.**
1728C
[Digital Logarithm](#) · [Tutorial](#)
Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[darked's solution](#)
- 61.**
1251B
[Binary Palindromes](#) · [Tutorial](#)
Quality: 11,619 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: greedy, strings
[darked's solution](#)
- 62.**
1270C
[Make Good](#) · [Tutorial](#)
Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[darked's solution](#)
- 63.**
1263C
[Everyone is a Winner!](#) · [Tutorial](#)
Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[darked's solution](#)
- 64.**
1263B
[PIN Codes](#) · [Tutorial](#)
Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: greedy, implementation
[darked's solution](#)

65.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: binary search, sortings
[darked's solution](#)

66.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: dp, greedy
[darked's solution](#)

67.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: greedy
[darked's solution](#)

68.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[darked's solution](#)

69.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[darked's solution](#)

70.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[darked's solution](#)

71.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[darked's solution](#)

72.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[darked's solution](#)

73.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math
[darked's solution](#)

74.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[darked's solution](#)

75.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: dp, implementation

[darked's solution](#)

76.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy

[darked's solution](#)

77.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[darked's solution](#)

78.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[darked's solution](#)

79.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · last AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[darked's solution](#)

80.

415B

[Mashmokh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, math

[darked's solution](#)

81.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: brute force, geometry

[darked's solution](#)

82.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[darked's solution](#)

83.

1251C

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

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: greedy, two pointers

[darked's solution](#)

84.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: implementation

[darked's solution](#)

85.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: implementation

[darked's solution](#)

86.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dp, greedy, math

[darked's solution](#)

87.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[darked's solution](#)

88.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: data structures

[darked's solution](#)

89.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: binary search, implementation

[darked's solution](#)

90.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: geometry

[darked's solution](#)

91.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[darked's solution](#)

92.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[darked's solution](#)

93.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: brute force, graphs

[darked's solution](#)

94.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: math, number theory

[darked's solution](#)

95.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[darked's solution](#)

96.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[darked's solution](#)

97.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[darked's solution](#)

98.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2017-01-28 · GNU C++11 (first AC) · Tags: dp

[darked's solution](#)

99.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[darked's solution](#)

100.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[darked's solution](#)

101.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[darked's solution](#)

102.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[darked's solution](#)

103.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[darked's solution](#)

104.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[darked's solution](#)

105.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[darked's solution](#)

106.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[darked's solution](#)

107.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[darked's solution](#)

108.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[darked's solution](#)

109.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[darked's solution](#)

110.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: graphs, trees

[darked's solution](#)

111.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[darked's solution](#)

112.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[darked's solution](#)

113.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[darked's solution](#)

114.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[darked's solution](#)

115.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[darked's solution](#)

116.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[darked's solution](#)

117.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[darked's solution](#)

118.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: math, probabilities
[darked's solution](#)

119.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · last AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[darked's solution](#)

120.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force, math
[darked's solution](#)

121.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: dp, greedy, math
[darked's solution](#)

122.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers
[darked's solution](#)

123.

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[darked's solution](#)

124.

1234E

[Special Permutations](#) · [Tutorial](#)

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: math
[darked's solution](#)

125.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[darked's solution](#)

126.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: dfs and similar
[darked's solution](#)

127.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[darked's solution](#)

128.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[darked's solution](#)

129.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[darked's solution](#)

130.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[darked's solution](#)

131.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-10-12 · last AC: 2019-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[darked's solution](#)

132.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: brute force, number theory

[darked's solution](#)

133.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[darked's solution](#)

134.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[darked's solution](#)

135.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[darked's solution](#)

136.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[darked's solution](#)

137.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[darked's solution](#)

138.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings
[darked's solution](#)

139.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2019-10-13 · last AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[darked's solution](#)

140.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings
[darked's solution](#)

141.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp
[darked's solution](#)

142.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[darked's solution](#)

143.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: bitmasks, dp
[darked's solution](#)

144.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: bitmasks, dp
[darked's solution](#)

145.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, math
[darked's solution](#)

146.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[darked's solution](#)

147.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[darked's solution](#)

148.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[darked's solution](#)

149.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[darked's solution](#)

150.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[darked's solution](#)

151.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[darked's solution](#)

152.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[darked's solution](#)

153.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[darked's solution](#)

154.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[darked's solution](#)

155.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[darked's solution](#)

156.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[darked's solution](#)

157.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[darked's solution](#)

158.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[darked's solution](#)

159.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[darked's solution](#)

160.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-10-12 · last AC: 2019-10-12 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[darked's solution](#)

161.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: data structures, sortings

[darked's solution](#)

162.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[darked's solution](#)

163.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[darked's solution](#)

164.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[darked's solution](#)

165.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[darked's solution](#)

166.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[darked's solution](#)

167.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: games

[darked's solution](#)

168.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[darked's solution](#)

169.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: dp

[darked's solution](#)

170.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[darked's solution](#)

171.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[darked's solution](#)

172.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[darked's solution](#)

173.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[darked's solution](#)

174.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: math

[darked's solution](#)

175.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-10-02 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[darked's solution](#)

176.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[darked's solution](#)

177.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[darked's solution](#)

178.

1732E

[Location](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[darked's solution](#)

179.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: implementation, math, two pointers
[darked's solution](#)

180.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy
[darked's solution](#)

181.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

182.

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

183.

102423J

[One of Each](#) · [Tutorial](#)

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

184.

102423A

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

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

185.

102423B

[Computer Cache](#) · [Tutorial](#)

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

186.

102423I

[Maze Connect](#) · [Tutorial](#)

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

187.

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

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

188.

102423D

[Swap Free](#) · [Tutorial](#)

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

189.

102423H

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

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

190.

102625F

[Basant and the Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[darked's solution](#)

191.

102625I

[Treat To Banta Hai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

192.

102625D

[Best Wishes !!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

193.

102625E

[Dictator's plan for Valentine's day!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

194.

102625A

[Farewell or Best Wishes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

195.

102625C

[Matiyao Be Mid Sem hee toh hai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

196.

102625B

[Amber Kand](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

197.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

198.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

199.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

200.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

201.

104064G

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

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

202.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

203.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

204.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

205.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

206.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

207.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

208.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

209.

104020K

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

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

210.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

211.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

212.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

213.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

214.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · last AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[darked's solution](#)

215.

104059D

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

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216.

104059A

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217.

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218.

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219.

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220.

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221.

104059K

[K.O. Kids](#) · [Tutorial](#)

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222.

104059J

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223.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

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224.

103438K

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225.

103438C

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226.

103438L

[Jason ABC](#) · [Tutorial](#)

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227.

103438F

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228.

103438J

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229.

103438G

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

230.

103438N

[A-series](#) · [Tutorial](#)

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

231.

103438A

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

Rating: — · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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232.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-11-16 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[darked's solution](#)

233.

102318E

[Simple Darts](#) · [Tutorial](#)

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

234.

102318D

[Editor Navigation](#) · [Tutorial](#)

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

235.

102318C

[Singin' in the Rain](#) · [Tutorial](#)

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

236.

102318B

[Simplified Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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237.

102318A

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Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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238.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-11-16 · last AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings
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239.

1662G

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Quality: 562 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
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240.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[darked's solution](#)

241.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
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242.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[darked's solution](#)

243.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[darked's solution](#)

244.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[darked's solution](#)

245.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[darked's solution](#)

246.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[darked's solution](#)

247.

102862A

[Two Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[darked's solution](#)

248.

102862C

[Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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249.

102862G

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[darked's solution](#)

250.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[darked's solution](#)

251.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[darked's solution](#)

252.

102862I

[Strange Mex](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[darked's solution](#)

253.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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254.

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[Numbers on a Circle](#) · [Tutorial](#)

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255.

102862F

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256.

102862M

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257.

102862D

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