

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

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# Unique solved — denisrtyhb

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

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

Filters: none

Count: 385

1.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[denisrtyhb's solution](#)

2.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[denisrtyhb's solution](#)

3.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[denisrtyhb's solution](#)

4.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[denisrtyhb's solution](#)

5.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[denisrtyhb's solution](#)

6.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[denisrtyhb's solution](#)

7.

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[denisrtyhb's solution](#)

8.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[denisrtyhb's solution](#)

9.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[denisrtyhb's solution](#)

**10.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**11.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[denisrtyhb's solution](#)

**12.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**13.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,454 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**14.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[denisrtyhb's solution](#)

**15.**

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[denisrtyhb's solution](#)

**16.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,446 global accepts · Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**17.**

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,285 global accepts · Rating: 800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**18.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[denisrtyhb's solution](#)

**19.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**20.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**21.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**22.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[denisrtyhb's solution](#)

**23.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**24.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**25.**

977A

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

Quality: 217,462 global accepts · Rating: 800 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**26.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**27.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[denisrtyhb's solution](#)

**28.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[denisrtyhb's solution](#)

**29.**

935A

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

Quality: 47,232 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[denisrtyhb's solution](#)

**30.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**31.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[denisrtyhb's solution](#)

**32.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**33.**

908A

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

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

**34.**

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2017-09-04 · Python 3 (first AC) · Tags: implementation, math  
[denisrtyhb's solution](#)

**35.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2016-11-15 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math  
[denisrtyhb's solution](#)

**36.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,502 global accepts · Rating: 800 · first AC: 2016-11-15 · Python 3 (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**37.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,567 global accepts · Rating: 800 · first AC: 2016-06-01 · Python 3 (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**38.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[denisrtyhb's solution](#)

**39.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[denisrtyhb's solution](#)

**40.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[denisrtyhb's solution](#)

**41.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**42.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,764 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[denisrtyhb's solution](#)

**43.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**44.**

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**45.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 900 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[denisrtyhb's solution](#)

**46.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,773 global accepts · Rating: 900 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**47.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**48.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[denisrtyhb's solution](#)

**49.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**50.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[denisrtyhb's solution](#)

**51.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,047 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation  
[denisrtyhb's solution](#)

**52.**

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · Python 3 (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**53.**

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[denisrtyhb's solution](#)

**54.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,333 global accepts · Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
[denisrtyhb's solution](#)

**55.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[denisrtyhb's solution](#)

**56.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[denisrtyhb's solution](#)

**57.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[denisrtyhb's solution](#)

**58.**

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[denisrtyhb's solution](#)

**59.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[denisrtyhb's solution](#)

**60.**

1111A

[Superhero Transformation](#) · [Tutorial](#)

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**61.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · Python 3 (first AC) · Tags: math  
[denisrtyhb's solution](#)

**62.**

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[denisrtyhb's solution](#)

**63.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
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**64.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[denisrtyhb's solution](#)

**65.**

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**66.**

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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**67.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[denisrtyhb's solution](#)

**68.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[denisrtyhb's solution](#)

**69.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[denisrtyhb's solution](#)

**70.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[denisrtyhb's solution](#)

**71.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[denisrtyhb's solution](#)

**72.**

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[denisrtyhb's solution](#)

**73.**

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[denisrtyhb's solution](#)

**74.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,717 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[denisrtyhb's solution](#)

**75.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[denisrtyhb's solution](#)

**76.**

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[denisrtyhb's solution](#)

**77.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**78.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[denisrtyhb's solution](#)

**79.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[denisrtyhb's solution](#)

**80.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[denisrtyhb's solution](#)

**81.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math  
[denisrtyhb's solution](#)

**82.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2017-04-15 · Python 3 (first AC) · Tags: implementation, math, number theory  
[denisrtyhb's solution](#)

**83.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[denisrtyhb's solution](#)

**84.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[denisrtyhb's solution](#)

**85.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[denisrtyhb's solution](#)

**86.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[denisrtyhb's solution](#)

**87.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[denisrtyhb's solution](#)

**88.**

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**89.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[denisrtyhb's solution](#)

**90.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[denisrtyhb's solution](#)

**91.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[denisrtyhb's solution](#)

**92.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[denisrtyhb's solution](#)

**93.**

908B

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

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

[denisrtyhb's solution](#)

**94.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[denisrtyhb's solution](#)

**95.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[denisrtyhb's solution](#)

**96.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[denisrtyhb's solution](#)

**97.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · Python 3 (first AC) · Tags: brute force, two pointers

[denisrtyhb's solution](#)

**98.**

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[denisrtyhb's solution](#)

**99.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[denisrtyhb's solution](#)

**100.**

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[denisrtyhb's solution](#)

**101.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[denisrtyhb's solution](#)

**102.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[denisrtyhb's solution](#)

**103.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[denisrtyhb's solution](#)

**104.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[denisrtyhb's solution](#)

**105.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[denisrtyhb's solution](#)

**106.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[denisrtyhb's solution](#)

**107.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings

[denisrtyhb's solution](#)

**108.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[denisrtyhb's solution](#)

**109.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[denisrtyhb's solution](#)

**110.**

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**111.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[denisrtyhb's solution](#)

**112.**

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[denisrtyhb's solution](#)

**113.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**114.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar  
[denisrtyhb's solution](#)

**115.**

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory  
[denisrtyhb's solution](#)

**116.**

904A

[Masha and Bears](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**117.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[denisrtyhb's solution](#)

**118.**

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[denisrtyhb's solution](#)

**119.**

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[denisrtyhb's solution](#)

**120.**

841C

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

Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: greedy

[denisrtyhb's solution](#)

**121.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: implementation

[denisrtyhb's solution](#)

**122.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[denisrtyhb's solution](#)

**123.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[denisrtyhb's solution](#)

**124.**

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[denisrtyhb's solution](#)

**125.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[denisrtyhb's solution](#)

**126.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[denisrtyhb's solution](#)

**127.**

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[denisrtyhb's solution](#)

**128.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[denisrtyhb's solution](#)

**129.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**130.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[denisrtyhb's solution](#)

**131.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[denisrtyhb's solution](#)

**132.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[denisrtyhb's solution](#)

**133.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,586 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[denisrtyhb's solution](#)

**134.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[denisrtyhb's solution](#)

**135.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[denisrtyhb's solution](#)

**136.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**137.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings  
[denisrtyhb's solution](#)

**138.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[denisrtyhb's solution](#)

**139.**

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[denisrtyhb's solution](#)

**140.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[denisrtyhb's solution](#)

**141.**

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**142.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · Python 3 (first AC) · Tags: dp, greedy, implementation  
[denisrtyhb's solution](#)

**143.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings  
[denisrtyhb's solution](#)

**144.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings  
[denisrtyhb's solution](#)

**145.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[denisrtyhb's solution](#)

**146.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[denisrtyhb's solution](#)

**147.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[denisrtyhb's solution](#)

**148.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[denisrtyhb's solution](#)

**149.**

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[denisrtyhb's solution](#)

**150.**

977E

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

Quality: 25,614 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[denisrtyhb's solution](#)

**151.**

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[denisrtyhb's solution](#)

**152.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[denisrtyhb's solution](#)

**153.**

908C

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

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

**154.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[denisrtyhb's solution](#)

**155.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[denisrtyhb's solution](#)

**156.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[denisrtyhb's solution](#)

**157.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[denisrtyhb's solution](#)

**158.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[denisrtyhb's solution](#)

**159.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**160.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: games, trees  
[denisrtyhb's solution](#)

**161.**

1261B1

[Optimal Subsequences \(Easy Version\) · Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[denisrtyhb's solution](#)

**162.**

1223C

[Save the Nature · Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[denisrtyhb's solution](#)

**163.**

1188A1

[Add on a Tree · Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[denisrtyhb's solution](#)

**164.**

1175C

[Electrification · Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[denisrtyhb's solution](#)

**165.**

1175B

[Catch Overflow! · Tutorial](#)

Quality: 12,430 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[denisrtyhb's solution](#)

**166.**

1148B

[Born This Way · Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[denisrtyhb's solution](#)

**167.**

1112B

[System Testing · Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[denisrtyhb's solution](#)

**168.**

1065C

[Make It Equal · Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[denisrtyhb's solution](#)

**169.**

1041C

[Coffee Break · Tutorial](#)

Quality: 10,238 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[denisrtyhb's solution](#)

**170.**

1017C

[The Phone Number · Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[denisrtyhb's solution](#)

**171.**

994C

[Two Squares · Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[denisrtyhb's solution](#)

**172.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[denisrtyhb's solution](#)

**173.**

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[denisrtyhb's solution](#)

**174.**

940D

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

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[denisrtyhb's solution](#)

**175.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[denisrtyhb's solution](#)

**176.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[denisrtyhb's solution](#)

**177.**

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[denisrtyhb's solution](#)

**178.**

904C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: strings

[denisrtyhb's solution](#)

**179.**

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[denisrtyhb's solution](#)

**180.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[denisrtyhb's solution](#)

**181.**

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[denisrtyhb's solution](#)

**182.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[denisrtyhb's solution](#)

**183.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[denisrtyhb's solution](#)

**184.**

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[denisrtyhb's solution](#)

**185.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[denisrtyhb's solution](#)

**186.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[denisrtyhb's solution](#)

**187.**

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[denisrtyhb's solution](#)

**188.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[denisrtyhb's solution](#)

**189.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[denisrtyhb's solution](#)

**190.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[denisrtyhb's solution](#)

**191.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[denisrtyhb's solution](#)

**192.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[denisrtyhb's solution](#)

**193.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math  
[denisrtyhb's solution](#)

**194.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[denisrtyhb's solution](#)

**195.**

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[denisrtyhb's solution](#)

**196.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[denisrtyhb's solution](#)

**197.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[denisrtyhb's solution](#)

**198.**

977F

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

Quality: 25,128 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[denisrtyhb's solution](#)

**199.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[denisrtyhb's solution](#)

**200.**

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: math  
[denisrtyhb's solution](#)

**201.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers  
[denisrtyhb's solution](#)

**202.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[denisrtyhb's solution](#)

### 203.

1329A

[Dreamoon Likes Coloring](#) · Tutorial

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[denisrtyhb's solution](#)

### 204.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · Tutorial

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[denisrtyhb's solution](#)

### 205.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · Tutorial

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[denisrtyhb's solution](#)

### 206.

1190B

[Tokitsukaze, CSL and Stone Game](#) · Tutorial

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[denisrtyhb's solution](#)

### 207.

1187C

[Vasya And Array](#) · Tutorial

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[denisrtyhb's solution](#)

### 208.

1186C

[Vus the Cossack and Strings](#) · Tutorial

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[denisrtyhb's solution](#)

### 209.

1172A

[Nauuo and Cards](#) · Tutorial

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[denisrtyhb's solution](#)

### 210.

1030D

[Vasya and Triangle](#) · Tutorial

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[denisrtyhb's solution](#)

### 211.

1038D

[Slime](#) · Tutorial

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[denisrtyhb's solution](#)

### 212.

883K

[Road Widening](#) · Tutorial

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[denisrtyhb's solution](#)

**213.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[denisrtyhb's solution](#)

**214.**

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[denisrtyhb's solution](#)

**215.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[denisrtyhb's solution](#)

**216.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[denisrtyhb's solution](#)

**217.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[denisrtyhb's solution](#)

**218.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[denisrtyhb's solution](#)

**219.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[denisrtyhb's solution](#)

**220.**

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[denisrtyhb's solution](#)

**221.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[denisrtyhb's solution](#)

**222.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[denisrtyhb's solution](#)

**223.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[denisrtyhb's solution](#)

**224.**

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[denisrtyhb's solution](#)

**225.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[denisrtyhb's solution](#)

**226.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[denisrtyhb's solution](#)

**227.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[denisrtyhb's solution](#)

**228.**

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[denisrtyhb's solution](#)

**229.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[denisrtyhb's solution](#)

**230.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[denisrtyhb's solution](#)

**231.**

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[denisrtyhb's solution](#)

**232.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[denisrtyhb's solution](#)

**233.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[denisrtyhb's solution](#)

**234.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[denisrtyhb's solution](#)

**235.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
[denisrtyhb's solution](#)

**236.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[denisrtyhb's solution](#)

**237.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[denisrtyhb's solution](#)

**238.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · Python 3 (first AC) · Tags: math  
[denisrtyhb's solution](#)

**239.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math  
[denisrtyhb's solution](#)

**240.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,568 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[denisrtyhb's solution](#)

**241.**

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math  
[denisrtyhb's solution](#)

**242.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers  
[denisrtyhb's solution](#)

**243.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[denisrtyhb's solution](#)

**244.**

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[denisrtyhb's solution](#)

**245.**

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings  
[denisrtyhb's solution](#)

**246.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths  
[denisrtyhb's solution](#)

**247.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings  
[denisrtyhb's solution](#)

**248.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[denisrtyhb's solution](#)

**249.**

937D

[Sleepy Game](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, games, graphs  
[denisrtyhb's solution](#)

**250.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[denisrtyhb's solution](#)

**251.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math  
[denisrtyhb's solution](#)

**252.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
[denisrtyhb's solution](#)

**253.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[denisrtyhb's solution](#)

**254.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[denisrtyhb's solution](#)

**255.**

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[denisrtyhb's solution](#)

**256.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[denisrtyhb's solution](#)

**257.**

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**258.**

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**259.**

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**260.**

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**261.**

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**262.**

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**263.**

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**264.**

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**265.**

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**266.**

106225D

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

Rating: — · first AC: 2025-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**267.**

105677E

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

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**268.**

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**269.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**270.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**271.**

105677H

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

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**272.**

105677G

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

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**273.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · Python 3 (first AC) · Tags: —

[denisrtyhb's solution](#)

**274.**

105677D

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

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**275.**

106193A

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

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**276.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**277.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**278.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**279.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · PyPy 3-64 (first AC) · Tags: —

[denisrtyhb's solution](#)

**280.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**281.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**282.**

105141E

[Safe Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**283.**

105141I

[Open BSUIR](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**284.**

105141B

[Reliable delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**285.**

105141K

[Starry Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**286.**

105141F

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**287.**

105141H

[Space Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**288.**

105141D

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

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**289.**

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**290.**

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**291.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**292.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**293.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**294.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**295.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**296.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**297.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**298.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**299.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**300.**

103102I

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

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**301.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**302.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**303.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**304.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**305.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**306.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**307.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**308.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**309.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**310.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**311.**

103438A

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

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**312.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**313.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**314.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**315.**

104114I

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

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**316.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**317.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**318.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[denisrtyhb's solution](#)

**319.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**320.**

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**321.**

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**322.**

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[denisrtyhb's solution](#)

**323.**

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**324.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**325.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**326.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**327.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**328.**

100062H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**329.**

100062E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**330.**

100062D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**331.**

100062G

[G · Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**332.**

100062A

[A · Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**333.**

100062C

[C · Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**334.**

100062B

[B · Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**335.**

100062I

[I · Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**336.**

102498B

[A5D18C0:C <C AD 8C\\$0](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**337.**

102498A

[A65D5B KC" =C >C 5C@](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**338.**

100118C

[B4D506;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**339.**

100118J

[AD500B D >Cd4CT=C,,O C\\$8C=8C03C](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**340.**

100118E

[A0x0C\\$8C00](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**341.**

100118D

[A 0046D,,>C0>C¢ C,,;C`8](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**342.**

100118A

[B 50α@ <CÔ>CR >C JDô2C'5CÔ8CP](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**343.**

100118H

[B 50GD](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**344.**

100118B

[B 50α@ <C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**345.**

101967C

[A 00α@D >C,,3D 0D\\$L Cα>CÔBCTAD](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**346.**

101967J

[A 05C\\$0Dò ?D >C4CC':C CÄ0C'LD\\$5C€](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**347.**

101967H

[B 50α@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**348.**

101967D

[A 5050t=D'5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**349.**

101967I

[A 00D\\$D,,5D BC\\$8CR ?Cä BCä@D0](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**350.**

101967L

[B 10α@DÄ:Cä BCTAD\\$>C](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**351.**

101967G

[A 480α@,,5 CäBD 5Ct:C€](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**352.**

101967E

[B 10ä@ÖKCR 7C 4C GC€](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**353.**

101967A

[A\\$U000C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**354.**

101609J

[B 5D\\$2C,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**355.**

101609D

[A6>00ADt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**356.**

101609H

[B 00 ?C,,AC =C,,5](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**357.**

101609G

[A5>Dri0T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**358.**

101609E

[B 00t=D'5 Dd8DD@D°](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**359.**

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**360.**

101609A

[A 00c>CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**361.**

100266D

[A B C 5Ct=DÀ](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**362.**

100266A

[A 00C0!](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**363.**

100266E

[B 00t0T;CT=C,,5 C#>D >C'5C\\$AD\\$2C](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**364.**

100266F

[A10040C>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**365.**

100266B

[B1002C=0](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**366.**

100529D

[ADNCÔK](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**367.**

100529H

[B-5048D BD 0Dd8Dò =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**368.**

100529G

[AÄ5DizC,,=](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**369.**

100529B

[B,T0DT=C BD°](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**370.**

100529A

[ABCD-C@C@](#)

Rating: — · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**371.**

100799J

[A12077QDK CÔ0 Cò>C4>CÔ0DP](#)

Rating: — · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: —

[denisrtyhb's solution](#)

**372.**

100799B

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: —

[denisrtyhb's solution](#)

**373.**

100799I

[B1000AC =](#)

Rating: — · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: —

[denisrtyhb's solution](#)

**374.**

100799G

[B1000AD](#)

Rating: — · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: —

[denisrtyhb's solution](#)

**375.**

100799F

[AÄBÖK' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: —

[denisrtyhb's solution](#)

**376.**

100799D

[AD>D'BC 2C=0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2018-09-15 · GNU C++11 (first AC) · Tags: —

[denisrtyhb's solution](#)

**377.**

101171K

[AÖ>Ö\\$K' GCT<Cä4C =](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**378.**

101171E

[A@Cä;CT:D\\$8C\\$8Ct<!](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**379.**

101171G

[A\\$7D'K\\$>Cö>D\\$0CÄ](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**380.**

101171J

[B\\$0C'ia'D'5 C= >CÄ=C BD°](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**381.**

101171A

[A TDo;@Ä0CÖBD4;D°](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**382.**

101171I

[B 70T@C=0DäIC,,5 Cö;DäAD°](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**383.**

101171C

[A\\$C'HCT1CÖKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[denisrtyhb's solution](#)

**384.**

100910E

[AöD'5D BD >CT=C,,5](#)

Rating: — · first AC: 2017-03-16 · Python 3 (first AC) · Tags: —

[denisrtyhb's solution](#)

**385.**

100631A

[A\\$C'14D4HCÖKCR HC @C,,:C€](#)

Rating: — · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: —

[denisrtyhb's solution](#)