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Unique solved — diordhd

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

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

Filters: none

Count: 214

- 1.**
2057A
[MEX Table](#) · [Tutorial](#)
Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[diordhd's solution](#)
- 2.**
2049A
[MEX Destruction](#) · [Tutorial](#)
Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[diordhd's solution](#)
- 3.**
2048A
[Kevin and Combination Lock](#) · [Tutorial](#)
Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[diordhd's solution](#)
- 4.**
2040A
[Game of Division](#) · [Tutorial](#)
Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[diordhd's solution](#)
- 5.**
2042A
[Greedy Monocarp](#) · [Tutorial](#)
Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[diordhd's solution](#)
- 6.**
2034A
[King Keykhosrow's Mystery](#) · [Tutorial](#)
Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[diordhd's solution](#)
- 7.**
1886A
[Sum of Three](#) · [Tutorial](#)
Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[diordhd's solution](#)
- 8.**
1867A
[green gold dog, array and permutation](#) · [Tutorial](#)
Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[diordhd's solution](#)
- 9.**
1453A
[Cancel the Trains](#) · [Tutorial](#)
Quality: 24,280 global accepts · Rating: 800 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[diordhd's solution](#)

10.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[diordhd's solution](#)

11.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[diordhd's solution](#)

12.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[diordhd's solution](#)

13.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[diordhd's solution](#)

14.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[diordhd's solution](#)

15.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[diordhd's solution](#)

16.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[diordhd's solution](#)

17.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[diordhd's solution](#)

18.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[diordhd's solution](#)

19.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: strings
[diordhd's solution](#)

20.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

[diordhd's solution](#)

21.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[diordhd's solution](#)

22.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,617 global accepts · Rating: 800 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[diordhd's solution](#)

23.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[diordhd's solution](#)

24.

1058A

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

Rating: 800 · first AC: 2018-09-23 · GNU C11 (first AC) · Tags: implementation

[diordhd's solution](#)

25.

2048B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[diordhd's solution](#)

26.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[diordhd's solution](#)

27.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[diordhd's solution](#)

28.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[diordhd's solution](#)

29.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[diordhd's solution](#)

30.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[diordhd's solution](#)

31.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[diordhd's solution](#)

32.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[diordhd's solution](#)

33.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[diordhd's solution](#)

34.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[diordhd's solution](#)

35.

1876A

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

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[diordhd's solution](#)

36.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[diordhd's solution](#)

37.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[diordhd's solution](#)

38.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[diordhd's solution](#)

39.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[diordhd's solution](#)

40.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[diordhd's solution](#)

41.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[diordhd's solution](#)

42.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[diordhd's solution](#)

43.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C11 (first AC) · Tags: geometry

[diordhd's solution](#)

44.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[diordhd's solution](#)

45.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[diordhd's solution](#)

46.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[diordhd's solution](#)

47.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[diordhd's solution](#)

48.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[diordhd's solution](#)

49.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[diordhd's solution](#)

50.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[diordhd's solution](#)

51.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[diordhd's solution](#)

52.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[diordhd's solution](#)

53.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[diordhd's solution](#)

54.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: games
[diordhd's solution](#)

55.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[diordhd's solution](#)

56.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[diordhd's solution](#)

57.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[diordhd's solution](#)

58.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[diordhd's solution](#)

59.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings
[diordhd's solution](#)

60.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[diordhd's solution](#)

61.

1058C

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

Rating: 1300 · first AC: 2018-09-23 · GNU C11 (first AC) · Tags: brute force, implementation
[diordhd's solution](#)

62.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[diordhd's solution](#)

63.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[diordhd's solution](#)

64.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[diordhd's solution](#)

65.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[diordhd's solution](#)

66.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[diordhd's solution](#)

67.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[diordhd's solution](#)

68.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[diordhd's solution](#)

69.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[diordhd's solution](#)

70.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[diordhd's solution](#)

71.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · GNU C11 (first AC) · Tags: greedy

[diordhd's solution](#)

72.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[diordhd's solution](#)

73.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[diordhd's solution](#)

74.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[diordhd's solution](#)

75.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[diordhd's solution](#)

76.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[diordhd's solution](#)

77.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[diordhd's solution](#)

78.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[diordhd's solution](#)

79.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[diordhd's solution](#)

80.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[diordhd's solution](#)

81.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[diordhd's solution](#)

82.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[diordhd's solution](#)

83.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[diordhd's solution](#)

84.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[diordhd's solution](#)

85.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[diordhd's solution](#)

86.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[diordhd's solution](#)

87.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[diordhd's solution](#)

88.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[diordhd's solution](#)

89.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees
[diordhd's solution](#)

90.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers
[diordhd's solution](#)

91.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[diordhd's solution](#)

92.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[diordhd's solution](#)

93.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
[diordhd's solution](#)

94.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math
[diordhd's solution](#)

95.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[diordhd's solution](#)

96.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[diordhd's solution](#)

97.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings
[diordhd's solution](#)

98.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[diordhd's solution](#)

99.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[diordhd's solution](#)

100.

1058D

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

Rating: 1800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[diordhd's solution](#)

101.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[diordhd's solution](#)

102.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[diordhd's solution](#)

103.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[diordhd's solution](#)

104.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2019-01-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[diordhd's solution](#)

105.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[diordhd's solution](#)

106.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[diordhd's solution](#)

107.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[diordhd's solution](#)

108.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[diordhd's solution](#)

109.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[diordhd's solution](#)

110.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[diordhd's solution](#)

111.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[diordhd's solution](#)

112.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[diordhd's solution](#)

113.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[diordhd's solution](#)

114.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[diordhd's solution](#)

115.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[diordhd's solution](#)

116.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[diordhd's solution](#)

117.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[diordhd's solution](#)

118.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[diordhd's solution](#)

119.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, matrices
[diordhd's solution](#)

120.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
[diordhd's solution](#)

121.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[diordhd's solution](#)

122.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[diordhd's solution](#)

123.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[diordhd's solution](#)

124.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[diordhd's solution](#)

125.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp
[diordhd's solution](#)

126.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation,

string suffix structures, strings

[diordhd's solution](#)

127.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[diordhd's solution](#)

128.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[diordhd's solution](#)

129.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[diordhd's solution](#)

130.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[diordhd's solution](#)

131.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[diordhd's solution](#)

132.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[diordhd's solution](#)

133.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[diordhd's solution](#)

134.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[diordhd's solution](#)

135.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[diordhd's solution](#)

136.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[diordhd's solution](#)

137.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[diordhd's solution](#)

138.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[diordhd's solution](#)

139.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[diordhd's solution](#)

140.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[diordhd's solution](#)

141.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[diordhd's solution](#)

142.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[diordhd's solution](#)

143.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[diordhd's solution](#)

144.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[diordhd's solution](#)

145.

106097D

[Bandit and Bridges \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[diordhd's solution](#)

146.

106097C

[To Leap or Not to Leap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[diordhd's solution](#)

147.

106097B

[Did His Time Come?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

148.

106097A

[Mega Knight](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

149.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · last AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

150.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

151.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

152.

104871I

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

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

153.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

154.

104871G

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

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

155.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

156.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

157.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

158.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

159.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

160.

105562E

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

Rating: — · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

161.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

162.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

163.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

164.

105562A

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

Rating: — · first AC: 2025-07-11 · Python 3 (first AC) · Tags: —
[diordhd's solution](#)

165.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

166.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

167.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

168.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · Python 3 (first AC) · Tags: —
[diordhd's solution](#)

169.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

170.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

171.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

172.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

173.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

174.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

175.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

176.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

177.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

178.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

179.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: —
[diordhd's solution](#)

180.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

181.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

182.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

183.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

184.

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

185.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

186.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

187.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

188.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

189.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

190.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

191.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

192.

103990D

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

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

193.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

194.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

195.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · Python 3 (first AC) · Tags: —
[diordhd's solution](#)

196.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

197.

101652T

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

198.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

199.

101652X

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

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

200.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

201.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

202.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

203.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

204.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

205.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

206.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

207.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

208.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

209.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

210.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

211.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

212.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[diordhd's solution](#)

213.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[diordhd's solution](#)

214.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[diordhd's solution](#)