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Unique solved — docriz

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

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

Filters: none

Count: 220

- 1.**
1996B
[Scale](#) · [Tutorial](#)
Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[docriz's solution](#)
- 2.**
1996A
[Legs](#) · [Tutorial](#)
Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[docriz's solution](#)
- 3.**
1598A
[Computer Game](#) · [Tutorial](#)
Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[docriz's solution](#)
- 4.**
1567A
[Domino Disaster](#) · [Tutorial](#)
Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[docriz's solution](#)
- 5.**
1554A
[Cherry](#) · [Tutorial](#)
Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: greedy
[docriz's solution](#)
- 6.**
1552A
[Subsequence Permutation](#) · [Tutorial](#)
Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: sortings, strings
[docriz's solution](#)
- 7.**
1553A
[Digits Sum](#) · [Tutorial](#)
Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory
[docriz's solution](#)
- 8.**
1530B
[Putting Plates](#) · [Tutorial](#)
Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[docriz's solution](#)
- 9.**
1530A
[Binary Decimal](#) · [Tutorial](#)
Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[docriz's solution](#)

10.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,900 global accepts · Rating: 800 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: bitmasks

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11.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: math, number theory

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12.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: greedy

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13.

1514A

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Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: math, number theory

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14.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation, math

[docriz's solution](#)

15.

1398B

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Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: games, greedy, sortings

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16.

1398A

[Bad Triangle](#) · [Tutorial](#)

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[docriz's solution](#)

17.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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18.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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19.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: brute force

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20.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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21.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,429 global accepts · Rating: 800 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: math

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22.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,925 global accepts · Rating: 800 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: implementation

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23.

1271A

[Suits](#) · [Tutorial](#)

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24.

1269A

[Equation](#) · [Tutorial](#)

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25.

1311A

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26.

1315A

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Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: implementation

[docriz's solution](#)

27.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[docriz's solution](#)

28.

1287A

[Angry Students](#) · [Tutorial](#)

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29.

1525B

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[docriz's solution](#)

30.

1440B

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Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy, math

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31.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: greedy

[docriz's solution](#)

32.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: math

[docriz's solution](#)

33.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: implementation, math

[docriz's solution](#)

34.

1291A

[Even But Not Even](#) · [Tutorial](#)

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[docriz's solution](#)

35.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

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36.

1598B

[Groups](#) · [Tutorial](#)

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[docriz's solution](#)

37.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,929 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[docriz's solution](#)

38.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

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[docriz's solution](#)

39.

1382B

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40.

1996C

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Quality: 28,027 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings

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41.

1874A

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Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

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42.

1598C

[Delete Two Elements](#) · [Tutorial](#)

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43.

1553C

[Penalty](#) · [Tutorial](#)

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44.

1530C

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[docriz's solution](#)

45.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

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46.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 1200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

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47.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[docriz's solution](#)

48.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: implementation, sortings

[docriz's solution](#)

49.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[docriz's solution](#)

50.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: greedy

[docriz's solution](#)

51.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[docriz's solution](#)

52.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[docriz's solution](#)

53.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

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54.

1294C

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Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[docriz's solution](#)

55.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[docriz's solution](#)

56.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: greedy, math

[docriz's solution](#)

57.

1279B

[Verse For Santa](#) · [Tutorial](#)

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[docriz's solution](#)

58.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[docriz's solution](#)

59.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force

[docriz's solution](#)

60.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, strings

[docriz's solution](#)

61.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[docriz's solution](#)

62.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[docriz's solution](#)

63.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[docriz's solution](#)

64.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[docriz's solution](#)

65.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

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66.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, strings, two pointers

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67.

1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[docriz's solution](#)

68.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: sortings

[docriz's solution](#)

69.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[docriz's solution](#)

70.

1440C1

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

Rating: 1500 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[docriz's solution](#)

71.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[docriz's solution](#)

72.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: greedy, math

[docriz's solution](#)

73.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, sortings

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74.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[docriz's solution](#)

75.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy
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76.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[docriz's solution](#)

77.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math
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78.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[docriz's solution](#)

79.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[docriz's solution](#)

80.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[docriz's solution](#)

81.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: greedy, number theory
[docriz's solution](#)

82.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,597 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math
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83.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory
[docriz's solution](#)

84.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math
[docriz's solution](#)

85.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[docriz's solution](#)

86.

1281B

[Azamon Web Services](#) · [Tutorial](#)

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[docriz's solution](#)

87.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[docriz's solution](#)

88.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[docriz's solution](#)

89.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[docriz's solution](#)

90.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[docriz's solution](#)

91.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[docriz's solution](#)

92.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[docriz's solution](#)

93.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: implementation, math

[docriz's solution](#)

94.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[docriz's solution](#)

95.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[docriz's solution](#)

96.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[docriz's solution](#)

97.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[docriz's solution](#)

98.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[docriz's solution](#)

99.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[docriz's solution](#)

100.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[docriz's solution](#)

101.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[docriz's solution](#)

102.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp

[docriz's solution](#)

103.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[docriz's solution](#)

104.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[docriz's solution](#)

105.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[docriz's solution](#)

106.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[docriz's solution](#)

107.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[docriz's solution](#)

108.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[docriz's solution](#)

109.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[docriz's solution](#)

110.

1440C2

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

Rating: 1900 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[docriz's solution](#)

111.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[docriz's solution](#)

112.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[docriz's solution](#)

113.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[docriz's solution](#)

114.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[docriz's solution](#)

115.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[docriz's solution](#)

116.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[docriz's solution](#)

117.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[docriz's solution](#)

118.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[docriz's solution](#)

119.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[docriz's solution](#)

120.

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees

[docriz's solution](#)

121.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[docriz's solution](#)

122.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force, math

[docriz's solution](#)

123.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[docriz's solution](#)

124.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[docriz's solution](#)

125.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[docriz's solution](#)

126.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dp, greedy

[docriz's solution](#)

127.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-02-28 · last AC: 2020-02-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[docriz's solution](#)

128.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math
[docriz's solution](#)

129.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees
[docriz's solution](#)

130.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
[docriz's solution](#)

131.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[docriz's solution](#)

132.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[docriz's solution](#)

133.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[docriz's solution](#)

134.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees
[docriz's solution](#)

135.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: data structures, math
[docriz's solution](#)

136.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: binary search, data structures
[docriz's solution](#)

137.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings
[docriz's solution](#)

138.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dp, graphs, probabilities

[docriz's solution](#)

139.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[docriz's solution](#)

140.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[docriz's solution](#)

141.

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[docriz's solution](#)

142.

1287E1

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

Rating: 2400 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[docriz's solution](#)

143.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[docriz's solution](#)

144.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[docriz's solution](#)

145.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[docriz's solution](#)

146.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[docriz's solution](#)

147.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[docriz's solution](#)

148.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, number theory

[docriz's solution](#)

149.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[docriz's solution](#)

150.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[docriz's solution](#)

151.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[docriz's solution](#)

152.

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing

[docriz's solution](#)

153.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-02-26 · last AC: 2020-02-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[docriz's solution](#)

154.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[docriz's solution](#)

155.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2020-02-27 · last AC: 2020-02-27 · PyPy 3 (first AC) · Tags: combinatorics, dp

[docriz's solution](#)

156.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: binary search, dp

[docriz's solution](#)

157.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-24 · last AC: 2020-02-24 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, strings

[docriz's solution](#)

158.

1315F

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-24 · last AC: 2020-02-24 · GNU C++11 (first AC) · Tags: strings

[docriz's solution](#)

159.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, trees
[docriz's solution](#)

160.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-02-24 · last AC: 2020-02-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory

[docriz's solution](#)

161.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[docriz's solution](#)

162.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[docriz's solution](#)

163.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[docriz's solution](#)

164.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[docriz's solution](#)

165.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[docriz's solution](#)

166.

104337F

[Inverse Manacher](#) · [Tutorial](#)

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

[docriz's solution](#)

167.

104337C

[Darkness I](#) · [Tutorial](#)

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

[docriz's solution](#)

168.

104337H

[Binary Crazyiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[docriz's solution](#)

169.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[docriz's solution](#)

170.

102896L

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

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

171.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

172.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

173.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

174.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

175.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

176.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

177.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

178.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

179.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

180.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[docriz's solution](#)

181.

103102I

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

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

182.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

183.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

184.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

185.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

186.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

187.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

188.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

189.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

190.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

191.

101485H

[Hole in One](#) · [Tutorial](#)

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

[docriz's solution](#)

192.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

193.

101485B

[Better Productivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

194.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

195.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

196.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

197.

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

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

[docriz's solution](#)

198.

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

199.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

200.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

201.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[docriz's solution](#)

202.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

203.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

204.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

205.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

206.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[docriz's solution](#)

207.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

208.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[docriz's solution](#)

209.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[docriz's solution](#)

210.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[docriz's solution](#)

211.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[docriz's solution](#)

212.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[docriz's solution](#)

213.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[docriz's solution](#)

214.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[docriz's solution](#)

215.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[docriz's solution](#)

216.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: —

[docriz's solution](#)

217.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, bitmasks

[docriz's solution](#)

218.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[docriz's solution](#)

219.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, math, number theory

[docriz's solution](#)

220.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · PHP (first AC) · Tags: *special

[docriz's solution](#)