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Unique solved — edsa

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1.

2127A

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1844A

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5.

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7.

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9.

1750B

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10.

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1740B

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1746A

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1738A

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1305A

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1250F

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1228A

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25.

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26.

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29.

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30.

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31.

1106A

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32.

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34.

1047A

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35.

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36.

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37.

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39.

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1208A

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46.

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48.

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49.

1113A

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50.

1106C

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51.

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52.

876A

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872A

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54.

1844B

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55.

1785A

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56.

1782B

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57.

1770B

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58.

1770A

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59.

1761B

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1450B

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61.

1333A

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62.

1326A

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64.

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66.

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68.

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70.

1195B

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71.

1195A

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72.

1151A

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73.

1136B

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74.

1117B

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75.

1111A

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76.

1100A

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1084A

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78.

2122B

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80.

1726B

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1370B

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83.

1333B

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1304B

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85.

1146B

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87.

1132A

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88.

1117A

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89.

1105A

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90.

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91.

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92.

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93.

883M

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94.

1738B

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95.

1375B

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96.

1355B

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97.

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98.

1334A

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99.

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100.

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102.

1185C1

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103.

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104.

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105.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[edsa's solution](#)

106.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[edsa's solution](#)

107.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[edsa's solution](#)

108.

1076A

[Minimizing the String](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[edsa's solution](#)

109.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[edsa's solution](#)

110.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: implementation

[edsa's solution](#)

111.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[edsa's solution](#)

112.

1844C

[Particles](#) · [Tutorial](#)

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

[edsa's solution](#)

113.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[edsa's solution](#)

114.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[edsa's solution](#)

115.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[edsa's solution](#)

116.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[edsa's solution](#)

117.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[edsa's solution](#)

118.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[edsa's solution](#)

119.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,419 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[edsa's solution](#)

120.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[edsa's solution](#)

121.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[edsa's solution](#)

122.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[edsa's solution](#)

123.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[edsa's solution](#)

124.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[edsa's solution](#)

125.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[edsa's solution](#)

126.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[edsa's solution](#)

127.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[edsa's solution](#)

128.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[edsa's solution](#)

129.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy

[edsa's solution](#)

130.

919C

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

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[edsa's solution](#)

131.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[edsa's solution](#)

132.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation

[edsa's solution](#)

133.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[edsa's solution](#)

134.

872C

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[edsa's solution](#)

135.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[edsa's solution](#)

136.

1844D

[Row Major](#) · [Tutorial](#)

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

[edsa's solution](#)

137.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[edsa's solution](#)

138.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[edsa's solution](#)

139.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[edsa's solution](#)

140.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[edsa's solution](#)

141.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[edsa's solution](#)

142.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[edsa's solution](#)

143.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[edsa's solution](#)

144.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[edsa's solution](#)

145.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[edsa's solution](#)

146.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[edsa's solution](#)

147.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[edsa's solution](#)

148.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[edsa's solution](#)

149.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[edsa's solution](#)

150.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[edsa's solution](#)

151.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[edsa's solution](#)

152.

1215B

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

Quality: 18,354 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[edsa's solution](#)

153.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[edsa's solution](#)

154.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[edsa's solution](#)

155.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[edsa's solution](#)

156.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[edsa's solution](#)

157.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[edsa's solution](#)

158.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[edsa's solution](#)

159.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[edsa's solution](#)

160.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[edsa's solution](#)

161.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[edsa's solution](#)

162.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[edsa's solution](#)

163.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · last AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[edsa's solution](#)

164.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[edsa's solution](#)

165.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[edsa's solution](#)

166.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[edsa's solution](#)

167.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[edsa's solution](#)

168.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[edsa's solution](#)

169.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[edsa's solution](#)

170.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[edsa's solution](#)

171.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[edsa's solution](#)

172.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[edsa's solution](#)

173.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[edsa's solution](#)

174.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[edsa's solution](#)

175.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[edsa's solution](#)

176.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[edsa's solution](#)

177.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[edsa's solution](#)

178.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[edsa's solution](#)

179.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[edsa's solution](#)

180.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, implementation
[edsa's solution](#)

181.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy
[edsa's solution](#)

182.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · GNU C++ (first AC) · Tags: implementation, strings
[edsa's solution](#)

183.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[edsa's solution](#)

184.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[edsa's solution](#)

185.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[edsa's solution](#)

186.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[edsa's solution](#)

187.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[edsa's solution](#)

188.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[edsa's solution](#)

189.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[edsa's solution](#)

190.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[edsa's solution](#)

191.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[edsa's solution](#)

192.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[edsa's solution](#)

193.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[edsa's solution](#)

194.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[edsa's solution](#)

195.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[edsa's solution](#)

196.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[edsa's solution](#)

197.

1251C

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

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[edsa's solution](#)

198.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[edsa's solution](#)

199.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[edsa's solution](#)

200.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[edsa's solution](#)

201.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

202.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[edsa's solution](#)

203.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[edsa's solution](#)

204.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[edsa's solution](#)

205.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[edsa's solution](#)

206.

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

[edsa's solution](#)

207.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[edsa's solution](#)

208.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[edsa's solution](#)

209.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[edsa's solution](#)

210.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[edsa's solution](#)

211.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[edsa's solution](#)

212.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[edsa's solution](#)

213.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[edsa's solution](#)

214.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[edsa's solution](#)

215.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[edsa's solution](#)

216.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[edsa's solution](#)

217.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[edsa's solution](#)

218.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[edsa's solution](#)

219.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[edsa's solution](#)

220.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[edsa's solution](#)

221.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[edsa's solution](#)

222.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[edsa's solution](#)

223.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[edsa's solution](#)

224.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[edsa's solution](#)

225.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[edsa's solution](#)

226.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-01 · last AC: 2018-02-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs
[edsa's solution](#)

227.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[edsa's solution](#)

228.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[edsa's solution](#)

229.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[edsa's solution](#)

230.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[edsa's solution](#)

231.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[edsa's solution](#)

232.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[edsa's solution](#)

233.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[edsa's solution](#)

234.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[edsa's solution](#)

235.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[edsa's solution](#)

236.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[edsa's solution](#)

237.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[edsa's solution](#)

238.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[edsa's solution](#)

239.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[edsa's solution](#)

240.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[edsa's solution](#)

241.

1290B

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

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[edsa's solution](#)

242.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[edsa's solution](#)

243.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[edsa's solution](#)

244.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[edsa's solution](#)

245.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[edsa's solution](#)

246.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[edsa's solution](#)

247.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[edsa's solution](#)

248.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[edsa's solution](#)

249.

1207D

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

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[edsa's solution](#)

250.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[edsa's solution](#)

251.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[edsa's solution](#)

252.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[edsa's solution](#)

253.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[edsa's solution](#)

254.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[edsa's solution](#)

255.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings
[edsa's solution](#)

256.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[edsa's solution](#)

257.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[edsa's solution](#)

258.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[edsa's solution](#)

259.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[edsa's solution](#)

260.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[edsa's solution](#)

261.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[edsa's solution](#)

262.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[edsa's solution](#)

263.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[edsa's solution](#)

264.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[edsa's solution](#)

265.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[edsa's solution](#)

266.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[edsa's solution](#)

267.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[edsa's solution](#)

268.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[edsa's solution](#)

269.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[edsa's solution](#)

270.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[edsa's solution](#)

271.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[edsa's solution](#)

272.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive,

math, sortings
[edsa's solution](#)

273.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[edsa's solution](#)

274.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[edsa's solution](#)

275.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[edsa's solution](#)

276.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[edsa's solution](#)

277.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[edsa's solution](#)

278.

1228D

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

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[edsa's solution](#)

279.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[edsa's solution](#)

280.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[edsa's solution](#)

281.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[edsa's solution](#)

282.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[edsa's solution](#)

283.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[edsa's solution](#)

284.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[edsa's solution](#)

285.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[edsa's solution](#)

286.

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[edsa's solution](#)

287.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[edsa's solution](#)

288.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[edsa's solution](#)

289.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[edsa's solution](#)

290.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[edsa's solution](#)

291.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[edsa's solution](#)

292.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[edsa's solution](#)

293.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[edsa's solution](#)

294.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[edsa's solution](#)

295.

1320C

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

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[edsa's solution](#)

296.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[edsa's solution](#)

297.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[edsa's solution](#)

298.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[edsa's solution](#)

299.

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[edsa's solution](#)

300.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[edsa's solution](#)

301.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[edsa's solution](#)

302.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[edsa's solution](#)

303.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[edsa's solution](#)

304.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[edsa's solution](#)

305.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[edsa's solution](#)

306.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[edsa's solution](#)

307.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[edsa's solution](#)

308.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[edsa's solution](#)

309.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[edsa's solution](#)

310.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[edsa's solution](#)

311.

1252G

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

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[edsa's solution](#)

312.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[edsa's solution](#)

313.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[edsa's solution](#)

314.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[edsa's solution](#)

315.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[edsa's solution](#)

316.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[edsa's solution](#)

317.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[edsa's solution](#)

318.

900E

[Maximum Questions](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[edsa's solution](#)

319.

876E

[National Property](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-19 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[edsa's solution](#)

320.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[edsa's solution](#)

321.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[edsa's solution](#)

322.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[edsa's solution](#)

323.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[edsa's solution](#)

324.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[edsa's solution](#)

325.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[edsa's solution](#)

326.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[edsa's solution](#)

327.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[edsa's solution](#)

328.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[edsa's solution](#)

329.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[edsa's solution](#)

330.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[edsa's solution](#)

331.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[edsa's solution](#)

332.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[edsa's solution](#)

333.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[edsa's solution](#)

334.

1178F1

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

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[edsa's solution](#)

335.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[edsa's solution](#)

336.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[edsa's solution](#)

337.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[edsa's solution](#)

338.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[edsa's solution](#)

339.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[edsa's solution](#)

340.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[edsa's solution](#)

341.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[edsa's solution](#)

342.

1282D

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

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[edsa's solution](#)

343.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[edsa's solution](#)

344.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-06 · last AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[edsa's solution](#)

345.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[edsa's solution](#)

346.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[edsa's solution](#)

347.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[edsa's solution](#)

348.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[edsa's solution](#)

349.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[edsa's solution](#)

350.

1844E

[Great Grids](#) · [Tutorial](#)

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

[edsa's solution](#)

351.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[edsa's solution](#)

352.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[edsa's solution](#)

353.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, math

[edsa's solution](#)

354.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[edsa's solution](#)

355.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[edsa's solution](#)

356.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[edsa's solution](#)

357.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[edsa's solution](#)

358.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[edsa's solution](#)

359.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[edsa's solution](#)

360.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[edsa's solution](#)

361.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, graph matchings

[edsa's solution](#)

362.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[edsa's solution](#)

363.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[edsa's solution](#)

364.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-12-18 · last AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[edsa's solution](#)

365.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[edsa's solution](#)

366.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[edsa's solution](#)

367.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[edsa's solution](#)

368.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[edsa's solution](#)

369.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[edsa's solution](#)

370.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[edsa's solution](#)

371.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · last AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[edsa's solution](#)

372.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[edsa's solution](#)

373.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2019-11-19 · last AC: 2019-11-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[edsa's solution](#)

374.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[edsa's solution](#)

375.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[edsa's solution](#)

376.

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[edsa's solution](#)

377.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[edsa's solution](#)

378.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[edsa's solution](#)

379.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[edsa's solution](#)

380.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[edsa's solution](#)

381.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[edsa's solution](#)

382.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[edsa's solution](#)

383.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[edsa's solution](#)

384.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[edsa's solution](#)

385.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

386.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[edsa's solution](#)

387.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[edsa's solution](#)

388.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[edsa's solution](#)

389.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[edsa's solution](#)

390.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[edsa's solution](#)

391.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[edsa's solution](#)

392.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[edsa's solution](#)

393.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[edsa's solution](#)

394.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[edsa's solution](#)

395.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[edsa's solution](#)

396.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games
[edsa's solution](#)

397.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2022-07-31 · last AC: 2022-08-03 · Java 8 (first AC) · Tags: dp, fft, graphs, math, probabilities
[edsa's solution](#)

398.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[edsa's solution](#)

399.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[edsa's solution](#)

400.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[edsa's solution](#)

401.

105537L

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

Rating: — · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[edsa's solution](#)

402.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[edsa's solution](#)

403.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[edsa's solution](#)

404.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

405.

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

406.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

407.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

408.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

409.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

410.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

411.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

412.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

413.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

414.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

415.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

416.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

417.

104160A

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

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

418.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

419.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

420.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

421.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

422.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

423.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · last AC: 2023-02-13 · GNU C++11 (first AC) · Tags: —

[edsa's solution](#)

424.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

425.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · last AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

426.

104021K

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

Rating: — · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

427.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

428.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

429.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · PyPy 3-64 (first AC) · Tags: —

[edsa's solution](#)

430.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

431.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

432.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

433.

104021N

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

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

434.

101612L

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

Rating: — · first AC: 2023-01-18 · last AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

435.

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

436.

104022H

[Absolute Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

437.

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

438.

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

439.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

440.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

441.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

442.

104022J

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

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

443.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

444.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

445.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

446.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

447.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

448.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

449.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

450.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

451.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

452.

101472H

[Softville](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

453.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

454.

101472D

[Longest Prefix Match](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

455.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

456.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

457.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

458.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

459.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

460.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

461.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

462.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

463.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

464.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

465.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

466.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

467.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

468.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

469.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

470.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

471.

104090M

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

Rating: — · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

472.

104090A

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

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

473.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

474.

104090G

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

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

475.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

476.

104090F

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

Rating: — · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

477.

104128M

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

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

478.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

479.

104128I

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

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

480.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

481.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

482.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

483.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

484.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

485.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

486.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

487.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

488.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

489.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

490.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

491.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

492.

101667G

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

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

493.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

494.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

495.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

496.

101667H

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

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

497.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

498.

101667F

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

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

499.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

500.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

501.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

502.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

503.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

504.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

505.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

506.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

507.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

508.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

509.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

510.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

511.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

512.

103640C

[Cyclists versus Clouds](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

513.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

514.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

515.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

516.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

517.

103427L

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

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

518.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

519.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

520.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

521.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

522.

103427A

[A Bite of Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

523.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

524.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

525.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

526.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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527.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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528.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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529.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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530.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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531.

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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532.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

533.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

534.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

535.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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536.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

537.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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538.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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539.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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540.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

541.

103470I

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

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

542.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

543.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

544.

102028E

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

Rating: — · first AC: 2022-12-26 · PyPy 3-64 (first AC) · Tags: —

[edsa's solution](#)

545.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

546.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

547.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

548.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

549.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

550.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

551.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

552.

104114F

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

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

553.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

554.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

555.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

556.

104114A

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

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

557.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

558.

103438H

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

559.

103438G

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

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

560.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

561.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

562.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

563.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

564.

104013E

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

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

565.

104013F

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

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

566.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

567.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

568.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

569.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

570.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

571.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

572.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

573.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

574.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

575.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

576.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

577.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

578.

103640D

[Daily Turnovers](#) · [Tutorial](#)

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

[edsa's solution](#)

579.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

580.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

581.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[edsa's solution](#)

582.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

583.

103446D

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

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[edsa's solution](#)

584.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[edsa's solution](#)

585.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

586.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

587.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

588.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

589.

103438A

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

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[edsa's solution](#)

590.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

591.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

592.

103640H

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

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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593.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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594.

103640K

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

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595.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

596.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

597.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

598.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

599.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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600.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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601.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[edsa's solution](#)

602.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

603.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

604.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

605.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

606.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

607.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

608.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

609.

103202F

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

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

610.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

611.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

612.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

613.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

614.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

615.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

616.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

617.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

618.

102791G

[Parking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

619.

102791H

[String Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

620.

102791F

[Deposit](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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621.

102791E

[Numbers on Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

622.

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

623.

102791C

[Number of Apartments](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

624.

102791B

[Look At The Same One](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

625.

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

626.

103102I

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

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

627.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

628.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

629.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

630.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

631.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

632.

103470C

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

Rating: — · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

633.

103470M

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

Rating: — · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

634.

103470A

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

Rating: — · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

635.

103821J

[Nour's Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

636.

103821K

[Movie Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

637.

103821L

[ResliPhobia](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

638.

103821M

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

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

639.

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

640.

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

641.

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

642.

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

643.

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

644.

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

645.

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

646.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

647.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

648.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

649.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

650.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

651.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

652.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

653.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

654.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

655.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

656.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · Python 3 (first AC) · Tags: —

[edsa's solution](#)

657.

102920E

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

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

658.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

659.

102920B

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

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

660.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

661.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

662.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

663.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

664.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

665.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

666.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

667.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

668.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

669.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

670.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

671.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

672.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

673.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

674.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

675.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

676.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

677.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

678.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

679.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

680.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

681.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

682.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

683.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

684.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

685.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

686.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

687.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

688.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

689.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

690.

101656C

[Painted Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

691.

101656F

[Ritual Circle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

692.

101656I

[Spellcasting](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

693.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

694.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

695.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

696.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

697.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

698.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

699.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

700.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

701.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

702.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

703.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

704.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

705.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

706.

102433C

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

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

707.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

708.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

709.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

710.

101669L

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

Rating: — · first AC: 2020-10-04 · last AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

711.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

712.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: —

[edsa's solution](#)

713.

101669F

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

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

714.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

715.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

716.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

717.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

718.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

719.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · last AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

720.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

721.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: —

[edsa's solution](#)

722.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

723.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

724.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

725.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: —

[edsa's solution](#)

726.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

727.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

728.

101550F

[Fleeing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

729.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

730.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

731.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

732.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

733.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

734.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

735.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

736.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

737.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

738.

102500D

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

Rating: — · first AC: 2020-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

739.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · Python 3 (first AC) · Tags: —

[edsa's solution](#)

740.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

741.

102500F

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

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

742.

102500E

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

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

743.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

744.

100283C

[Tomb Raiders](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

745.

102460E

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

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

746.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

747.

102460J

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

Rating: — · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

748.

102460K

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

Rating: — · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

749.

102460C

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

Rating: — · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

750.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

751.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

752.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

753.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

754.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

755.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

756.

102082E

[Eulerian Flight Tour](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

757.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-21 · last AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

758.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

759.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[edsa's solution](#)

760.

102082B

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

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

761.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[edsa's solution](#)

762.

102021B

[Battle Royale](#) · [Tutorial](#)

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

[edsa's solution](#)

763.

102021E

[Expired License](#) · [Tutorial](#)

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

[edsa's solution](#)

764.

102021L

[Logic Puzzle](#) · [Tutorial](#)

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

[edsa's solution](#)

765.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

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

[edsa's solution](#)

766.

102021F

[Fighting Monsters](#) · [Tutorial](#)

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

[edsa's solution](#)

767.

102021D

[Down the Pyramid](#) · [Tutorial](#)

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

[edsa's solution](#)

768.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

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803.

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804.

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805.

101655L

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806.

101655E

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807.

101655B

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808.

101655G

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811.

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812.

101673J

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813.

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815.

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816.

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817.

101173K

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818.

101173C

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Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

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819.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

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820.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: —

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821.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · last AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

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822.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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823.

101470A

[Banks](#) · [Tutorial](#)

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824.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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825.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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826.

101480H

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Rating: — · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

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827.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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828.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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829.

101480A

[ASCII Addition](#) · [Tutorial](#)

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

[edsa's solution](#)

830.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

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831.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

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832.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: —

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833.

101556H

[Polyomino Powers](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++11 (first AC) · Tags: —

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834.

101485A

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

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835.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: —

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836.

101485J

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

Rating: — · first AC: 2017-10-24 · GNU C++11 (first AC) · Tags: —

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837.

101485I

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

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838.

101320B

[Problem Muffin. Robot on the Field](#) · [Tutorial](#)

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839.

101320D

[Problem Panna Cotta. Shall We Play a Game?](#) · [Tutorial](#)

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840.

101319D

[Problem Tiramisu. Vanya and Jackets](#) · [Tutorial](#)

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841.

101319B

[Problem Halva. Gleb and Two Numbers](#) · [Tutorial](#)

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