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Unique solved — elsantodel90

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

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

Filters: none

Count: 242

1.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[elsantodel90's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[elsantodel90's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[elsantodel90's solution](#)

4.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[elsantodel90's solution](#)

5.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[elsantodel90's solution](#)

6.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[elsantodel90's solution](#)

7.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,647 global accepts · Rating: 800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[elsantodel90's solution](#)

8.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: strings

[elsantodel90's solution](#)

9.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[elsantodel90's solution](#)

10.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[elsantodel90's solution](#)

11.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: math

[elsantodel90's solution](#)

12.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2018-11-13 · Python 3 (first AC) · Tags: math, number theory

[elsantodel90's solution](#)

13.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,034 global accepts · Rating: 800 · first AC: 2018-11-03 · Python 3 (first AC) · Tags: brute force, math

[elsantodel90's solution](#)

14.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[elsantodel90's solution](#)

15.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

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16.

172A

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[elsantodel90's solution](#)

17.

158A

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[elsantodel90's solution](#)

18.

2048B

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19.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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20.

1794B

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Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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21.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math
[elsantodel90's solution](#)

22.

2194B

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Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[elsantodel90's solution](#)

23.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory
[elsantodel90's solution](#)

24.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2018-11-13 · last AC: 2018-11-13 · Python 3 (first AC) · Tags: implementation, math
[elsantodel90's solution](#)

25.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2018-11-03 · Python 3 (first AC) · Tags: math
[elsantodel90's solution](#)

26.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[elsantodel90's solution](#)

27.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[elsantodel90's solution](#)

28.

162A

[Pentagonal numbers](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 1100 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special, implementation
[elsantodel90's solution](#)

29.

158B

[Taxi](#) · [Tutorial](#)

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[elsantodel90's solution](#)

30.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,839 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[elsantodel90's solution](#)

31.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[elsantodel90's solution](#)

32.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[elsantodel90's solution](#)

33.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

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34.

913B

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Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[elsantodel90's solution](#)

35.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[elsantodel90's solution](#)

36.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[elsantodel90's solution](#)

37.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[elsantodel90's solution](#)

38.

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[elsantodel90's solution](#)

39.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2018-11-13 · Python 3 (first AC) · Tags: binary search, implementation, math, number theory

[elsantodel90's solution](#)

40.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[elsantodel90's solution](#)

41.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[elsantodel90's solution](#)

42.

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

[elsantodel90's solution](#)

43.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2018-01-19 · last AC: 2018-01-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[elsantodel90's solution](#)

44.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-05 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

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45.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force

[elsantodel90's solution](#)

46.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[elsantodel90's solution](#)

47.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,913 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[elsantodel90's solution](#)

48.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-03 · Haskell (first AC) · Tags: bitmasks, divide and conquer, dp, math

[elsantodel90's solution](#)

49.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[elsantodel90's solution](#)

50.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[elsantodel90's solution](#)

51.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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52.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-05 · GNU C++ (first AC) · Tags: *special, implementation, sortings
[elsantodel90's solution](#)

53.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: *special, number theory
[elsantodel90's solution](#)

54.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[elsantodel90's solution](#)

55.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[elsantodel90's solution](#)

56.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-06-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[elsantodel90's solution](#)

57.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[elsantodel90's solution](#)

58.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[elsantodel90's solution](#)

59.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
[elsantodel90's solution](#)

60.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[elsantodel90's solution](#)

61.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[elsantodel90's solution](#)

62.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation, strings
[elsantodel90's solution](#)

63.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2016-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[elsantodel90's solution](#)

64.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[elsantodel90's solution](#)

65.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[elsantodel90's solution](#)

66.

603A

[Alternative Thinking](#) · [Tutorial](#)

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[elsantodel90's solution](#)

67.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[elsantodel90's solution](#)

68.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[elsantodel90's solution](#)

69.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[elsantodel90's solution](#)

70.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[elsantodel90's solution](#)

71.

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

[elsantodel90's solution](#)

72.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: sortings, strings

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73.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[elsantodel90's solution](#)

74.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings

[elsantodel90's solution](#)

75.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings

[elsantodel90's solution](#)

76.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[elsantodel90's solution](#)

77.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[elsantodel90's solution](#)

78.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

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79.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

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80.

1338B

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Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[elsantodel90's solution](#)

81.

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

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82.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[elsantodel90's solution](#)

83.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[elsantodel90's solution](#)

84.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[elsantodel90's solution](#)

85.

162E

[HQ9+](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 1800 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special

[elsantodel90's solution](#)

86.

162B

[Binary notation](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1800 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special

[elsantodel90's solution](#)

87.

2180D

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Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

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88.

2180C

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Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

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89.

1181C

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Quality: 3,404 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

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90.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[elsantodel90's solution](#)

91.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[elsantodel90's solution](#)

92.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[elsantodel90's solution](#)

93.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[elsantodel90's solution](#)

94.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[elsantodel90's solution](#)

95.

744B

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Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[elsantodel90's solution](#)

96.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[elsantodel90's solution](#)

97.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[elsantodel90's solution](#)

98.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[elsantodel90's solution](#)

99.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2015-05-02 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[elsantodel90's solution](#)

100.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[elsantodel90's solution](#)

101.

162D

[Remove digits](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 1900 · first AC: 2012-03-18 · Factor (first AC) · Tags: *special

[elsantodel90's solution](#)

102.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[elsantodel90's solution](#)

103.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp,

graphs, interactive

[elsantodel90's solution](#)

104.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[elsantodel90's solution](#)

105.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[elsantodel90's solution](#)

106.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[elsantodel90's solution](#)

107.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[elsantodel90's solution](#)

108.

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

[elsantodel90's solution](#)

109.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[elsantodel90's solution](#)

110.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2015-02-16 · GNU C++ (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[elsantodel90's solution](#)

111.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[elsantodel90's solution](#)

112.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[elsantodel90's solution](#)

113.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation

[elsantodel90's solution](#)

114.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[elsantodel90's solution](#)

115.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[elsantodel90's solution](#)

116.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[elsantodel90's solution](#)

117.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2022-04-08 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[elsantodel90's solution](#)

118.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[elsantodel90's solution](#)

119.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[elsantodel90's solution](#)

120.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[elsantodel90's solution](#)

121.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[elsantodel90's solution](#)

122.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: games, math

[elsantodel90's solution](#)

123.

172E

[BHTML+BCSS](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2200 · first AC: 2012-04-04 · GNU C++ (first AC) · Tags: *special, dfs and similar, expression parsing

[elsantodel90's solution](#)

124.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[elsantodel90's solution](#)

125.

861F

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[elsantodel90's solution](#)

126.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[elsantodel90's solution](#)

127.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[elsantodel90's solution](#)

128.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · last AC: 2015-11-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[elsantodel90's solution](#)

129.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, sortings
[elsantodel90's solution](#)

130.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2015-11-09 · GNU C++ (first AC) · Tags: games
[elsantodel90's solution](#)

131.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: flows, graph matchings
[elsantodel90's solution](#)

132.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[elsantodel90's solution](#)

133.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[elsantodel90's solution](#)

134.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[elsantodel90's solution](#)

135.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[elsantodel90's solution](#)

136.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[elsantodel90's solution](#)

137.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[elsantodel90's solution](#)

138.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: geometry, hashing, strings

[elsantodel90's solution](#)

139.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[elsantodel90's solution](#)

140.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,610 global accepts · Rating: 2400 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: graphs, greedy, implementation

[elsantodel90's solution](#)

141.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs

[elsantodel90's solution](#)

142.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dfs and similar

[elsantodel90's solution](#)

143.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[elsantodel90's solution](#)

144.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[elsantodel90's solution](#)

145.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp
[elsantodel90's solution](#)

146.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[elsantodel90's solution](#)

147.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[elsantodel90's solution](#)

148.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings
[elsantodel90's solution](#)

149.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[elsantodel90's solution](#)

150.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[elsantodel90's solution](#)

151.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings
[elsantodel90's solution](#)

152.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2015-11-09 · last AC: 2015-11-09 · GNU C++ (first AC) · Tags: binary search, geometry
[elsantodel90's solution](#)

153.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: games
[elsantodel90's solution](#)

154.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[elsantodel90's solution](#)

155.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, data structures

[elsantodel90's solution](#)

156.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[elsantodel90's solution](#)

157.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2018-01-01 · GNU C++11 (first AC) · Tags: dp, math

[elsantodel90's solution](#)

158.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[elsantodel90's solution](#)

159.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[elsantodel90's solution](#)

160.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[elsantodel90's solution](#)

161.

100790G

[Pyramid Guards](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · last AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[elsantodel90's solution](#)

162.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[elsantodel90's solution](#)

163.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[elsantodel90's solution](#)

164.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[elsantodel90's solution](#)

165.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[elsantodel90's solution](#)

166.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: —

[elsantodel90's solution](#)

167.

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

168.

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

169.

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

170.

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

171.

106073D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

172.

106073I

[Investigating Quadradômeda](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

173.

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

174.

106073C

[Collatz polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

175.

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

176.

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

177.

105408H

[Hidden Treasure of Arrayland](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[elsantodel90's solution](#)

178.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

179.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

180.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

181.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · last AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

182.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · last AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

183.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · last AC: 2025-01-25 · PyPy 3-64 (first AC) · Tags: —
[elsantodel90's solution](#)

184.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

185.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

186.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

187.

105505I

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

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

188.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[elsantodel90's solution](#)

189.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

190.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

191.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

192.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

193.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

194.

105327J

[Journey through Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

195.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

196.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

197.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

198.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

199.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[elsantodel90's solution](#)

200.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

201.

105327L

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

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

202.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

203.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[elsantodel90's solution](#)

204.

100090I

[Retakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[elsantodel90's solution](#)

205.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · Python 3 (first AC) · Tags: —
[elsantodel90's solution](#)

206.

102861O

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · last AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —
[elsantodel90's solution](#)

207.

102861D

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

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[elsantodel90's solution](#)

208.

102861N

[Number Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[elsantodel90's solution](#)

209.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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210.

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