

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

<https://cfelitetracker.vercel.app>

Unique solved — flaranis

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

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

Filters: none

Count: 209

1.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[flaranis's solution](#)

2.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[flaranis's solution](#)

3.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[flaranis's solution](#)

4.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[flaranis's solution](#)

5.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[flaranis's solution](#)

6.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[flaranis's solution](#)

7.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[flaranis's solution](#)

8.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[flaranis's solution](#)

9.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[flaranis's solution](#)

10.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[flaranis's solution](#)

11.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory
[flaranis's solution](#)

12.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[flaranis's solution](#)

13.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[flaranis's solution](#)

14.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[flaranis's solution](#)

15.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[flaranis's solution](#)

16.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[flaranis's solution](#)

17.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[flaranis's solution](#)

18.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[flaranis's solution](#)

19.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[flaranis's solution](#)

20.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[flaranis's solution](#)

21.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[flaranis's solution](#)

22.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[flaranis's solution](#)

23.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[flaranis's solution](#)

24.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[flaranis's solution](#)

25.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[flaranis's solution](#)

26.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[flaranis's solution](#)

27.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[flaranis's solution](#)

28.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[flaranis's solution](#)

29.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[flaranis's solution](#)

30.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[flaranis's solution](#)

31.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[flaranis's solution](#)

32.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[flaranis's solution](#)

33.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[flaranis's solution](#)

34.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[flaranis's solution](#)

35.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[flaranis's solution](#)

36.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math

[flaranis's solution](#)

37.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[flaranis's solution](#)

38.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[flaranis's solution](#)

39.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[flaranis's solution](#)

40.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,331 global accepts · Rating: 1100 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[flaranis's solution](#)

41.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[flaranis's solution](#)

42.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[flaranis's solution](#)

43.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[flaranis's solution](#)

44.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[flaranis's solution](#)

45.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[flaranis's solution](#)

46.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[flaranis's solution](#)

47.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[flaranis's solution](#)

48.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[flaranis's solution](#)

49.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[flaranis's solution](#)

50.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[flaranis's solution](#)

51.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[flaranis's solution](#)

52.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[flaranis's solution](#)

- 53.**
1823C
[Strongly Composite](#) · [Tutorial](#)
Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[flaranis's solution](#)
- 54.**
1821C
[Tear It Apart](#) · [Tutorial](#)
Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[flaranis's solution](#)
- 55.**
1776H
[Beppa and SwerChat](#) · [Tutorial](#)
Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[flaranis's solution](#)
- 56.**
1768C
[Elemental Decompress](#) · [Tutorial](#)
Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[flaranis's solution](#)
- 57.**
1775B
[Gardener and the Array](#) · [Tutorial](#)
Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[flaranis's solution](#)
- 58.**
2164C
[Dungeon](#) · [Tutorial](#)
Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[flaranis's solution](#)
- 59.**
1951C
[Ticket Hoarding](#) · [Tutorial](#)
Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[flaranis's solution](#)
- 60.**
1878E
[Iva & Pav](#) · [Tutorial](#)
Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[flaranis's solution](#)
- 61.**
1854A1
[Dual \(Easy Version\)](#) · [Tutorial](#)
Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[flaranis's solution](#)
- 62.**
1844D
[Row Major](#) · [Tutorial](#)
Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[flaranis's solution](#)

63.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[flaranis's solution](#)

64.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[flaranis's solution](#)

65.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[flaranis's solution](#)

66.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[flaranis's solution](#)

67.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[flaranis's solution](#)

68.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[flaranis's solution](#)

69.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
[flaranis's solution](#)

70.

1886C

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

Quality: 16,604 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[flaranis's solution](#)

71.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[flaranis's solution](#)

72.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[flaranis's solution](#)

73.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[flaranis's solution](#)

74.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[flaranis's solution](#)

75.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[flaranis's solution](#)

76.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[flaranis's solution](#)

77.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[flaranis's solution](#)

78.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[flaranis's solution](#)

79.

2089A

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

Quality: 7,195 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[flaranis's solution](#)

80.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[flaranis's solution](#)

81.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[flaranis's solution](#)

82.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[flaranis's solution](#)

83.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[flaranis's solution](#)

84.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[flaranis's solution](#)

85.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[flaranis's solution](#)

86.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[flaranis's solution](#)

87.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[flaranis's solution](#)

88.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[flaranis's solution](#)

89.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[flaranis's solution](#)

90.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[flaranis's solution](#)

91.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[flaranis's solution](#)

92.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[flaranis's solution](#)

93.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[flaranis's solution](#)

94.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,473 global accepts · Rating: 1800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[flaranis's solution](#)

95.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[flaranis's solution](#)

96.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[flaranis's solution](#)

97.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[flaranis's solution](#)

98.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[flaranis's solution](#)

99.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[flaranis's solution](#)

100.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[flaranis's solution](#)

101.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[flaranis's solution](#)

102.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[flaranis's solution](#)

103.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, greedy, trees

[flaranis's solution](#)

104.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[flaranis's solution](#)

105.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[flaranis's solution](#)

106.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[flaranis's solution](#)

107.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[flaranis's solution](#)

108.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[flaranis's solution](#)

109.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[flaranis's solution](#)

110.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[flaranis's solution](#)

111.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[flaranis's solution](#)

112.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[flaranis's solution](#)

113.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[flaranis's solution](#)

114.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[flaranis's solution](#)

115.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[flaranis's solution](#)

116.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[flaranis's solution](#)

117.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[flaranis's solution](#)

118.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[flaranis's solution](#)

119.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[flaranis's solution](#)

120.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[flaranis's solution](#)

121.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[flaranis's solution](#)

122.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[flaranis's solution](#)

123.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[flaranis's solution](#)

124.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[flaranis's solution](#)

125.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[flaranis's solution](#)

126.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[flaranis's solution](#)

127.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[flaranis's solution](#)

128.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[flaranis's solution](#)

129.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[flaranis's solution](#)

130.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[flaranis's solution](#)

131.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[flaranis's solution](#)

132.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
[flaranis's solution](#)

133.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
[flaranis's solution](#)

134.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

135.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

136.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

137.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

138.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

139.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

140.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

141.

105588M

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

Rating: — · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

142.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · last AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

143.

104768C

[Master of Both IV](#) · [Tutorial](#)

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

144.

104768I

[Barkley II](#) · [Tutorial](#)

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

145.

104768B

[The Game](#) · [Tutorial](#)

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

146.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

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

147.

104768M

[Flipping Cards](#) · [Tutorial](#)

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

148.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

149.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

150.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

151.

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[flaranis's solution](#)

152.

105161J

[Tile Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

153.

105161B

[Area of the Devil](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

154.

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

155.

105161I

[Integer Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

156.

105161G

[Download Time Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[flaranis's solution](#)

157.

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

158.

105161F

[Download Speed Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[flaranis's solution](#)

159.

105174K

[Stop!](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

160.

105174I

[Main](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

161.

105174L

[Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

162.

105174C

[Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[flaranis's solution](#)

163.

105174F

[The MR6!](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

164.

105174B

[Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

165.

105174A

[Main](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

166.

105174M

[Main](#)

Rating: — · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

167.

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

168.

104741B

[\ MVjn8a](#)

Rating: — · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

169.

104741C

[eThgoQr](#)

Rating: — · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[flaranis's solution](#)

170.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

171.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

172.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

173.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

174.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

175.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

176.

103860F

[Modulo](#) · [Tutorial](#)

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

[flaranis's solution](#)

177.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[flaranis's solution](#)

178.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

179.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

180.

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

181.

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

182.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

183.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

184.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

185.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

186.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

187.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

188.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

189.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

190.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

191.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

192.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

193.

103069A

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

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[flaranis's solution](#)

194.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

195.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

196.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

197.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

198.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

199.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

200.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

201.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

202.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

203.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

204.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

205.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

206.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

207.

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

208.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)

209.

104128I

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

Rating: — · first AC: 2023-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[flaranis's solution](#)