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Unique solved — glebustim

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

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Count: 461

- 1.**
2217A
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- 2.**
2209A
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- 3.**
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- 4.**
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- 6.**
2029A
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- 7.**
1993A
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1799A
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1787A
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10.

1781A

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11.

1769A

[B47CmDò 4Cä@Cä3C](#)

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12.

1761A

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13.

1750B

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14.

1750A

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15.

1740B

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16.

1740A

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17.

1499A

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18.

1673A

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19.

1684B

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20.

1684A

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strings

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21.

1652B

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22.

1652A

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23.

1621A

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1616A

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25.

1623A

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26.

1615A

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27.

148A

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28.

510A

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29.

520A

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30.

1584A

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31.

1574A

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32.

1566B

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33.

1566A

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34.

1569A

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35.

1554A

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37.

1530B

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38.

1530A

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39.

1537A

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1526A

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41.

1517A

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42.

1482A

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43.

1497A

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44.

1493A

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45.

1480A

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46.

1472B

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47.

1472A

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48.

1455A

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49.

1457A

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50.

1413A

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51.

2209B

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52.

2210B

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53.

1737A

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54.

1726A

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55.

1666D

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56.

1609A

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57.

1610A

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58.

1584C

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59.

1543B

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60.

1543A

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61.

1537B

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62.

1505A

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63.

1480B

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2217B
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2057B
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- 66.**
1785A
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- 67.**
1781B
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1770B
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1770A
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- 70.**
1769B1
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1761B
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499A
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- 73.**
1584B
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1566C
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greedy

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75.

1569B

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76.

1181A

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77.

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78.

2029B

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79.

1993B

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80.

1787B

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81.

1726B

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82.

1685A

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83.

1673B

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84.

1616B

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86.

1609B

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87.

527A

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88.

1610B

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Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

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89.

1574B

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90.

1566D1

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91.

1472C

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92.

1455C

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93.

1457B

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94.

1413B

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95.

2210C1

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96.

1799B

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97.

1769C1

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98.

1530C

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1537C

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100.

1517B

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101.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[glebustim's solution](#)

102.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,363 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[glebustim's solution](#)

103.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[glebustim's solution](#)

104.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[glebustim's solution](#)

105.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[glebustim's solution](#)

106.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[glebustim's solution](#)

107.

1769C2

[Aö>00:0 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[glebustim's solution](#)

108.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[glebustim's solution](#)

109.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[glebustim's solution](#)

110.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[glebustim's solution](#)

111.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,033 global accepts · Rating: 1300 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[glebustim's solution](#)

112.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[glebustim's solution](#)

113.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[glebustim's solution](#)

114.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[glebustim's solution](#)

115.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[glebustim's solution](#)

116.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,656 global accepts · Rating: 1400 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[glebustim's solution](#)

117.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[glebustim's solution](#)

118.

1769B2

[Aes-Cipher](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, brute force, math

[glebustim's solution](#)

119.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[glebustim's solution](#)

120.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[glebustim's solution](#)

121.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[glebustim's solution](#)

122.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[glebustim's solution](#)

123.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[glebustim's solution](#)

124.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[glebustim's solution](#)

125.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[glebustim's solution](#)

126.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[glebustim's solution](#)

127.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[glebustim's solution](#)

128.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[glebustim's solution](#)

129.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[glebustim's solution](#)

130.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[glebustim's solution](#)

131.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[glebustim's solution](#)

132.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[glebustim's solution](#)

133.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[glebustim's solution](#)

134.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[glebustim's solution](#)

135.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[glebustim's solution](#)

136.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[glebustim's solution](#)

137.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[glebustim's solution](#)

138.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[glebustim's solution](#)

139.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[glebustim's solution](#)

140.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[glebustim's solution](#)

141.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[glebustim's solution](#)

142.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[glebustim's solution](#)

143.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[glebustim's solution](#)

144.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[glebustim's solution](#)

145.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[glebustim's solution](#)

146.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[glebustim's solution](#)

147.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[glebustim's solution](#)

148.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[glebustim's solution](#)

149.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[glebustim's solution](#)

150.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[glebustim's solution](#)

151.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[glebustim's solution](#)

152.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[glebustim's solution](#)

153.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[glebustim's solution](#)

154.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[glebustim's solution](#)

155.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[glebustim's solution](#)

156.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[glebustim's solution](#)

157.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[glebustim's solution](#)

158.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[glebustim's solution](#)

159.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[glebustim's solution](#)

160.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[glebustim's solution](#)

161.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[glebustim's solution](#)

162.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[glebustim's solution](#)

163.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[glebustim's solution](#)

164.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[glebustim's solution](#)

165.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[glebustim's solution](#)

166.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math,

number theory, two pointers

[glebustim's solution](#)

167.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[glebustim's solution](#)

168.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[glebustim's solution](#)

169.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[glebustim's solution](#)

170.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[glebustim's solution](#)

171.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[glebustim's solution](#)

172.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[glebustim's solution](#)

173.

1769D1

[A,3D0C CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp

[glebustim's solution](#)

174.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[glebustim's solution](#)

175.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[glebustim's solution](#)

176.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[glebustim's solution](#)

177.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[glebustim's solution](#)

178.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[glebustim's solution](#)

179.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[glebustim's solution](#)

180.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[glebustim's solution](#)

181.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[glebustim's solution](#)

182.

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[glebustim's solution](#)

183.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[glebustim's solution](#)

184.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[glebustim's solution](#)

185.

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

186.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[glebustim's solution](#)

187.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[glebustim's solution](#)

188.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[glebustim's solution](#)

189.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math
[glebustim's solution](#)

190.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
[glebustim's solution](#)

191.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[glebustim's solution](#)

192.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities
[glebustim's solution](#)

193.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths
[glebustim's solution](#)

194.

1480D1

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

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[glebustim's solution](#)

195.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[glebustim's solution](#)

196.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[glebustim's solution](#)

197.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[glebustim's solution](#)

198.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[glebustim's solution](#)

199.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[glebustim's solution](#)

200.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[glebustim's solution](#)

201.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[glebustim's solution](#)

202.

1584D

[Guess the Permutation](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[glebustim's solution](#)

203.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[glebustim's solution](#)

204.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[glebustim's solution](#)

205.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[glebustim's solution](#)

206.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[glebustim's solution](#)

207.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[glebustim's solution](#)

208.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[glebustim's solution](#)

209.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[glebustim's solution](#)

210.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[glebustim's solution](#)

211.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[glebustim's solution](#)

212.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees
[glebustim's solution](#)

213.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[glebustim's solution](#)

214.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[glebustim's solution](#)

215.

1480D2

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

Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[glebustim's solution](#)

216.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[glebustim's solution](#)

217.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[glebustim's solution](#)

218.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[glebustim's solution](#)

219.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[glebustim's solution](#)

220.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[glebustim's solution](#)

221.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[glebustim's solution](#)

222.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[glebustim's solution](#)

223.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[glebustim's solution](#)

224.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[glebustim's solution](#)

225.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[glebustim's solution](#)

226.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[glebustim's solution](#)

227.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[glebustim's solution](#)

228.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[glebustim's solution](#)

229.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[glebustim's solution](#)

230.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[glebustim's solution](#)

231.

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[glebustim's solution](#)

232.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[glebustim's solution](#)

233.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[glebustim's solution](#)

234.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[glebustim's solution](#)

235.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[glebustim's solution](#)

236.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[glebustim's solution](#)

237.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[glebustim's solution](#)

238.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[glebustim's solution](#)

239.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[glebustim's solution](#)

240.

104730F

[Split](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[glebustim's solution](#)

241.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[glebustim's solution](#)

242.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees
[glebustim's solution](#)

243.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

244.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

245.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

246.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

247.

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

248.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

249.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

250.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

251.

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

252.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

253.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

254.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

255.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

256.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

257.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

258.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

259.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

260.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

261.

106189I

[Agronomist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

262.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

263.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

264.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[glebustim's solution](#)

265.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

266.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

267.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

268.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · PyPy 3-64 (first AC) · Tags: —

[glebustim's solution](#)

269.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

270.

106189L

[Bitwise operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

271.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

272.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

273.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

274.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

275.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

276.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

277.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

278.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

279.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

280.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · Python 3 (first AC) · Tags: —

[glebustim's solution](#)

281.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

282.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

283.

106144D

[Gooseberry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

284.

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

285.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

286.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

287.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

288.

106144L

[Red and Blue Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

289.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

290.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

291.

106144G

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

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

292.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

293.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

294.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

295.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

296.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

297.

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

298.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

299.

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

300.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

301.

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

302.

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

303.

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

304.

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

305.

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

306.

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

307.

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

308.

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

309.

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

310.

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

311.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

312.

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

313.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

314.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

315.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

316.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

317.

105537L

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

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

318.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

319.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

320.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

321.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

322.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

323.

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

324.

106035M

[Playing with magnets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

325.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

326.

106035F

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

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

327.

106035D

[Elephant grassland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

328.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

329.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[glebustim's solution](#)

330.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

331.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · PyPy 3-64 (first AC) · Tags: —

[glebustim's solution](#)

332.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

333.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

334.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

335.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

336.

106035A

[Pyramidal paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

337.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

338.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

339.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

340.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

341.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

342.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

343.

105789C

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

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

344.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

345.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

346.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

347.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

348.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

349.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

350.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

351.

105562E

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

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

352.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

353.

105562A

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

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

354.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

355.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

356.

104976B

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

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[glebustim's solution](#)

357.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

358.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

359.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[glebustim's solution](#)

360.

105394J

[Jigsaw Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

361.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

362.

105394G

[Geometric Gridlock](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

363.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

364.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

365.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

366.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

367.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

368.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

369.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

370.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

371.

105427E

[Electronic Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

372.

105427G

[Groups of Strangers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

373.

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

374.

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

375.

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

376.

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

377.

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

378.

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

379.

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

380.

104832I

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

381.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

382.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

383.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

384.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

385.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

386.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

387.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

388.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

389.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

390.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

391.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

392.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

393.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

394.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

395.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

396.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

397.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

398.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

399.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

400.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[glebustim's solution](#)

401.

105112H

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

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

402.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

403.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

404.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

405.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

406.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

407.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

408.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

409.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

410.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

411.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[glebustim's solution](#)

412.

104945J

[Olympic goodies](#) · [Tutorial](#)

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419.

104730J

[AôCD\\$OC\\$:C =C D BD >C\\$0 AαCCα0](#)

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

420.

104730I

[A\\$KOCj3D 0C' Aα B,,](#)

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

421.

104730A

[B4=C;C ;DÄ=C O Cö5D =Dö](#)

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

422.

104730H

[A!0000:0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[glebustim's solution](#)

423.

100799H

[BÖAD\\$0DD5D\\$0](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

424.

100799A

[A B C a D °](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

425.

100799K

[A @ C a 1 C a 8](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

426.

100799E

[A D 5 0 i 5 C 0 8 C P](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

427.

100799J

[A t 2 0 7 1 0 D K C 0 0 C 6 > C 4 > C 0 0 D P](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

428.

100799C

[B , C D , a C = D t 8 C a 8 C , : C , = C a B C T 0 D \\$ @](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

429.

100799B

[A D 5 0 0 L D > C d 4 C T = C , , O](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

430.

100799G

[B B C a D](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

431.

100799I

[B T C a C =](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

432.

100799F

[A A B C K C ' > C I C , , 9 C D 5 C ' 8 D \\$ 5 C ' L](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

433.

100799D

[A D > D B C 2 C a 0 D D C D \\$ 1 C a ; C a :](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

434.

100805F

[Rescue Rangers · Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

435.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

436.

100805J

[A @CäC,,2D`5 C#;CTBCäGC#8](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

437.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

438.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

439.

100805I

[A;C=0TBC D41C`8C](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

440.

100805A

[A @C;BC =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

441.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

442.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

443.

100805E

[B 0020T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

444.

100805C

[A#B0ä=C 7C 2Cä4CR ECä7Dö8Cö](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

445.

101187G

[A @DT8\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

446.

101187D

[IQ D\\$5D B C D;Dò @ Cä1CäBCä2](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

447.

101187E

[B 0D H0,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

448.

101187F

[A@C@C@>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

449.

101187C

[A45D 5 C`KCd8](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

450.

101187I

[AäDíGCÖKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

451.

101187B

[A 2D\\$ C CD](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

452.

101187K

[«A,,ACD;DäGC ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

453.

101187A

[A 5C D \\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

454.

101319D

[Problem Tiramisu. Vanya and Jackets · Tutorial](#)

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

[glebustim's solution](#)

455.

101319B

[Problem Halva. Gleb and Two Numbers · Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

456.

100266A

[A 0C0a!](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

457.

100266C

[A\\$7C0i&CÂ HC,,DD 0](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

458.

100266D

[A B C 5Ct=DA](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

459.

100266E

[B U040T;CT=C,,5 C#>D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

460.

100266F

[A t0040CD>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[glebustim's solution](#)

461.

100266B

[B B C 2C#0](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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