

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

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# Unique solved — johnsonhall

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

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

Filters: none

Count: 326

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[johnsonhall's solution](#)

2.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[johnsonhall's solution](#)

3.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[johnsonhall's solution](#)

4.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[johnsonhall's solution](#)

5.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[johnsonhall's solution](#)

6.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[johnsonhall's solution](#)

7.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[johnsonhall's solution](#)

8.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[johnsonhall's solution](#)

9.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[johnsonhall's solution](#)

**10.**

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[johnsonhall's solution](#)

**11.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[johnsonhall's solution](#)

**12.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[johnsonhall's solution](#)

**13.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[johnsonhall's solution](#)

**14.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[johnsonhall's solution](#)

**15.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math  
[johnsonhall's solution](#)

**16.**

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[johnsonhall's solution](#)

**17.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[johnsonhall's solution](#)

**18.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[johnsonhall's solution](#)

**19.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings  
[johnsonhall's solution](#)

**20.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[johnsonhall's solution](#)

**21.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[johnsonhall's solution](#)

**22.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[johnsonhall's solution](#)

**23.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[johnsonhall's solution](#)

**24.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[johnsonhall's solution](#)

**25.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[johnsonhall's solution](#)

**26.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[johnsonhall's solution](#)

**27.**

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[johnsonhall's solution](#)

**28.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[johnsonhall's solution](#)

**29.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,375 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[johnsonhall's solution](#)

**30.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[johnsonhall's solution](#)

**31.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[johnsonhall's solution](#)

**32.**

1786C

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

Quality: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[johnsonhall's solution](#)

**33.**

1732A

[Bestie · Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[johnsonhall's solution](#)

**34.**

1869B

[2D Traveling · Tutorial](#)

Quality: 25,732 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[johnsonhall's solution](#)

**35.**

1863C

[MEX Repetition · Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[johnsonhall's solution](#)

**36.**

1863B

[Split Sort · Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[johnsonhall's solution](#)

**37.**

1842B

[Tenzing and Books · Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[johnsonhall's solution](#)

**38.**

883M

[Quadcopter Competition · Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[johnsonhall's solution](#)

**39.**

1820B

[JoJo's Incredible Adventures · Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[johnsonhall's solution](#)

**40.**

1717B

[Madoka and Underground Competitions · Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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**41.**

1706B

[Making Towers · Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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- 42.**  
2178C  
[First or Second](#) · [Tutorial](#)  
Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[johnsonhall's solution](#)
- 43.**  
1886B  
[Fear of the Dark](#) · [Tutorial](#)  
Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math  
[johnsonhall's solution](#)
- 44.**  
1870B  
[Friendly Arrays](#) · [Tutorial](#)  
Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[johnsonhall's solution](#)
- 45.**  
1734C  
[Removing Smallest Multiples](#) · [Tutorial](#)  
Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[johnsonhall's solution](#)
- 46.**  
1720C  
[Corners](#) · [Tutorial](#)  
Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[johnsonhall's solution](#)
- 47.**  
1582C  
[Grandma Capa Knits a Scarf](#) · [Tutorial](#)  
Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[johnsonhall's solution](#)
- 48.**  
1882B  
[Sets and Union](#) · [Tutorial](#)  
Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[johnsonhall's solution](#)
- 49.**  
1879C  
[Make it Alternating](#) · [Tutorial](#)  
Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy  
[johnsonhall's solution](#)
- 50.**  
1870C  
[Colorful Table](#) · [Tutorial](#)  
Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[johnsonhall's solution](#)
- 51.**  
1869C  
[Fill in the Matrix](#) · [Tutorial](#)  
Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[johnsonhall's solution](#)
- 52.**  
883F  
[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[johnsonhall's solution](#)

**53.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[johnsonhall's solution](#)

**54.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[johnsonhall's solution](#)

**55.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[johnsonhall's solution](#)

**56.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

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**57.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[johnsonhall's solution](#)

**58.**

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[johnsonhall's solution](#)

**59.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[johnsonhall's solution](#)

**60.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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**61.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

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**62.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**63.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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**64.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

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**65.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[johnsonhall's solution](#)

**66.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[johnsonhall's solution](#)

**67.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[johnsonhall's solution](#)

**68.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[johnsonhall's solution](#)

**69.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[johnsonhall's solution](#)

**70.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[johnsonhall's solution](#)

**71.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**72.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[johnsonhall's solution](#)

**73.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[johnsonhall's solution](#)

**74.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[johnsonhall's solution](#)

**75.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[johnsonhall's solution](#)

**76.**

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[johnsonhall's solution](#)

**77.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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**78.**

173B

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

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[johnsonhall's solution](#)

**79.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[johnsonhall's solution](#)

**80.**

1109B

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

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[johnsonhall's solution](#)

**81.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[johnsonhall's solution](#)

**82.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[johnsonhall's solution](#)

**83.**

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[johnsonhall's solution](#)

**84.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[johnsonhall's solution](#)

**85.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[johnsonhall's solution](#)

**86.**

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[johnsonhall's solution](#)

**87.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[johnsonhall's solution](#)

**88.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[johnsonhall's solution](#)

**89.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[johnsonhall's solution](#)

**90.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[johnsonhall's solution](#)

**91.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[johnsonhall's solution](#)

**92.**

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[johnsonhall's solution](#)

**93.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[johnsonhall's solution](#)

**94.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[johnsonhall's solution](#)

**95.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[johnsonhall's solution](#)

**96.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[johnsonhall's solution](#)

**97.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[johnsonhall's solution](#)

**98.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[johnsonhall's solution](#)

**99.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[johnsonhall's solution](#)

**100.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[johnsonhall's solution](#)

**101.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[johnsonhall's solution](#)

**102.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[johnsonhall's solution](#)

**103.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[johnsonhall's solution](#)

**104.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[johnsonhall's solution](#)

**105.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[johnsonhall's solution](#)

**106.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[johnsonhall's solution](#)

**107.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[johnsonhall's solution](#)

**108.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[johnsonhall's solution](#)

**109.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[johnsonhall's solution](#)

**110.**

1869D2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[johnsonhall's solution](#)

**111.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[johnsonhall's solution](#)

**112.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[johnsonhall's solution](#)

**113.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[johnsonhall's solution](#)

**114.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[johnsonhall's solution](#)

**115.**

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[johnsonhall's solution](#)

**116.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[johnsonhall's solution](#)

**117.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[johnsonhall's solution](#)

**118.**

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[johnsonhall's solution](#)

**119.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[johnsonhall's solution](#)

**120.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, two pointers

[johnsonhall's solution](#)

**121.**

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[johnsonhall's solution](#)

**122.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[johnsonhall's solution](#)

**123.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy

[johnsonhall's solution](#)

**124.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[johnsonhall's solution](#)

**125.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees  
[johnsonhall's solution](#)

**126.**

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees  
[johnsonhall's solution](#)

**127.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees  
[johnsonhall's solution](#)

**128.**

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory  
[johnsonhall's solution](#)

**129.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[johnsonhall's solution](#)

**130.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[johnsonhall's solution](#)

**131.**

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, sortings  
[johnsonhall's solution](#)

**132.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[johnsonhall's solution](#)

**133.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees  
[johnsonhall's solution](#)

**134.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[johnsonhall's solution](#)

**135.**

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[johnsonhall's solution](#)

**136.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[johnsonhall's solution](#)

**137.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[johnsonhall's solution](#)

**138.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[johnsonhall's solution](#)

**139.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[johnsonhall's solution](#)

**140.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[johnsonhall's solution](#)

**141.**

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[johnsonhall's solution](#)

**142.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[johnsonhall's solution](#)

**143.**

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[johnsonhall's solution](#)

**144.**

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[johnsonhall's solution](#)

**145.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[johnsonhall's solution](#)

**146.**

1582F2

[Korneyevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[johnsonhall's solution](#)

**147.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[johnsonhall's solution](#)

**148.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[johnsonhall's solution](#)

**149.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[johnsonhall's solution](#)

**150.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[johnsonhall's solution](#)

**151.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[johnsonhall's solution](#)

**152.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[johnsonhall's solution](#)

**153.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths,

sortings, trees

[johnsonhall's solution](#)

**154.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[johnsonhall's solution](#)

**155.**

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[johnsonhall's solution](#)

**156.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[johnsonhall's solution](#)

**157.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[johnsonhall's solution](#)

**158.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[johnsonhall's solution](#)

**159.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[johnsonhall's solution](#)

**160.**

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[johnsonhall's solution](#)

**161.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[johnsonhall's solution](#)

**162.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[johnsonhall's solution](#)

**163.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[johnsonhall's solution](#)

**164.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[johnsonhall's solution](#)

**165.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[johnsonhall's solution](#)

**166.**

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[johnsonhall's solution](#)

**167.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[johnsonhall's solution](#)

**168.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[johnsonhall's solution](#)

**169.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: strings

[johnsonhall's solution](#)

**170.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[johnsonhall's solution](#)

**171.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[johnsonhall's solution](#)

**172.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[johnsonhall's solution](#)

**173.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[johnsonhall's solution](#)

**174.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[johnsonhall's solution](#)

### 175.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[johnsonhall's solution](#)

### 176.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[johnsonhall's solution](#)

### 177.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[johnsonhall's solution](#)

### 178.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[johnsonhall's solution](#)

### 179.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[johnsonhall's solution](#)

### 180.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[johnsonhall's solution](#)

### 181.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[johnsonhall's solution](#)

### 182.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[johnsonhall's solution](#)

### 183.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[johnsonhall's solution](#)

### 184.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities  
[johnsonhall's solution](#)

**185.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[johnsonhall's solution](#)

**186.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[johnsonhall's solution](#)

**187.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[johnsonhall's solution](#)

**188.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[johnsonhall's solution](#)

**189.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[johnsonhall's solution](#)

**190.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[johnsonhall's solution](#)

**191.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[johnsonhall's solution](#)

**192.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[johnsonhall's solution](#)

**193.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[johnsonhall's solution](#)

**194.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[johnsonhall's solution](#)

## 195.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[johnsonhall's solution](#)

## 196.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[johnsonhall's solution](#)

## 197.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[johnsonhall's solution](#)

## 198.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[johnsonhall's solution](#)

## 199.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[johnsonhall's solution](#)

## 200.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[johnsonhall's solution](#)

## 201.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[johnsonhall's solution](#)

## 202.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[johnsonhall's solution](#)

## 203.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[johnsonhall's solution](#)

## 204.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[johnsonhall's solution](#)

**205.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[johnsonhall's solution](#)

**206.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-06-10 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[johnsonhall's solution](#)

**207.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[johnsonhall's solution](#)

**208.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[johnsonhall's solution](#)

**209.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[johnsonhall's solution](#)

**210.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[johnsonhall's solution](#)

**211.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[johnsonhall's solution](#)

**212.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[johnsonhall's solution](#)

**213.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[johnsonhall's solution](#)

**214.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[johnsonhall's solution](#)

**215.**

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[johnsonhall's solution](#)

**216.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[johnsonhall's solution](#)

**217.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[johnsonhall's solution](#)

**218.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[johnsonhall's solution](#)

**219.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees

[johnsonhall's solution](#)

**220.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[johnsonhall's solution](#)

**221.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[johnsonhall's solution](#)

**222.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[johnsonhall's solution](#)

**223.**

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[johnsonhall's solution](#)

**224.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[johnsonhall's solution](#)

**225.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[johnsonhall's solution](#)

**226.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[johnsonhall's solution](#)

**227.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[johnsonhall's solution](#)

**228.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[johnsonhall's solution](#)

**229.**

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[johnsonhall's solution](#)

**230.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[johnsonhall's solution](#)

**231.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[johnsonhall's solution](#)

**232.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[johnsonhall's solution](#)

**233.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[johnsonhall's solution](#)

**234.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[johnsonhall's solution](#)

**235.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[johnsonhall's solution](#)

**236.**

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[johnsonhall's solution](#)

**237.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[johnsonhall's solution](#)

**238.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[johnsonhall's solution](#)

**239.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[johnsonhall's solution](#)

**240.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[johnsonhall's solution](#)

**241.**

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[johnsonhall's solution](#)

**242.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[johnsonhall's solution](#)

**243.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[johnsonhall's solution](#)

**244.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[johnsonhall's solution](#)

**245.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[johnsonhall's solution](#)

**246.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar,

trees

[johnsonhall's solution](#)

**247.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[johnsonhall's solution](#)

**248.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-12-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[johnsonhall's solution](#)

**249.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[johnsonhall's solution](#)

**250.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[johnsonhall's solution](#)

**251.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-13 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[johnsonhall's solution](#)

**252.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[johnsonhall's solution](#)

**253.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[johnsonhall's solution](#)

**254.**

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-12-14 · last AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[johnsonhall's solution](#)

**255.**

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[johnsonhall's solution](#)

**256.**

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**257.**

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**258.**

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**259.**

106030C

[Tutorial](#)

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

[johnsonhall's solution](#)

**260.**

106030I

[Tutorial](#)

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

[johnsonhall's solution](#)

**261.**

106030E

[Tutorial](#)

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

[johnsonhall's solution](#)

**262.**

106030K

[C++23 Vp\\_b](#)

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

[johnsonhall's solution](#)

**263.**

106030B

[osu!mania](#) · [Tutorial](#)

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

[johnsonhall's solution](#)

**264.**

106030J

[Tutorial](#)

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

[johnsonhall's solution](#)

**265.**

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[johnsonhall's solution](#)

**266.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[johnsonhall's solution](#)

**267.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**268.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[johnsonhall's solution](#)

**269.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[johnsonhall's solution](#)

**270.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[johnsonhall's solution](#)

**271.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[johnsonhall's solution](#)

**272.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[johnsonhall's solution](#)

**273.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[johnsonhall's solution](#)

**274.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[johnsonhall's solution](#)

**275.**

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[johnsonhall's solution](#)

**276.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[johnsonhall's solution](#)

**277.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[johnsonhall's solution](#)

**278.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**279.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · last AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**280.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**281.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**282.**

105578E

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

Rating: — · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**283.**

105578J

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

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**284.**

105657M

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

Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**285.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**286.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**287.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**288.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**289.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**290.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[johnsonhall's solution](#)

**291.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**292.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[johnsonhall's solution](#)

**293.**

104172L

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

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**309.**

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**310.**

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**311.**

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