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Unique solved — jumpmelon

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

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Count: 508

1.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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2.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,067 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[jumpmelon's solution](#)

3.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
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4.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-30 · last AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
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5.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,455 global accepts · Rating: 800 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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6.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[jumpmelon's solution](#)

7.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[jumpmelon's solution](#)

8.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,368 global accepts · Rating: 800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jumpmelon's solution](#)

9.

2120A

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Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
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10.

2133B

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Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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11.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,968 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math
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12.

2134A

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Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math
[jumpmelon's solution](#)

13.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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14.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

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15.

2060A

[Fibonacciness](#) · [Tutorial](#)

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[jumpmelon's solution](#)

16.

2057A

[MEX Table](#) · [Tutorial](#)

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17.

2002A

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

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[jumpmelon's solution](#)

18.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-09-04 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[jumpmelon's solution](#)

19.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,320 global accepts · Rating: 800 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[jumpmelon's solution](#)

20.

1995A

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Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jumpmelon's solution](#)

21.

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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22.

1917A

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Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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23.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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24.

1782A

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

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25.

1779A

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26.

1717A

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27.

1680B

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28.

1680A

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29.

1670A

[Prof. Slim](#) · [Tutorial](#)

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30.

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
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31.

1461A

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32.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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33.

282A

[Bit++](#) · [Tutorial](#)

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34.

1430B

[Barrels](#) · [Tutorial](#)

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35.

1428A

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Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math
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36.

71A

[Way Too Long Words](#) · [Tutorial](#)

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37.

1368A

[C+=](#) · [Tutorial](#)

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38.

1284A

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

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39.

954A

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40.

854A

[Fraction](#) · [Tutorial](#)

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41.

1220A

[Cards](#) · [Tutorial](#)

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42.

1131A

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Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math
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43.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: greedy, implementation
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44.

750A

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

Quality: 92,556 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
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45.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
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46.

2060C

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47.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
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48.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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49.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[jumpmelon's solution](#)

50.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[jumpmelon's solution](#)

51.

868A

[Bark to Unlock](#) · [Tutorial](#)

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[jumpmelon's solution](#)

52.

2176B

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53.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[jumpmelon's solution](#)

54.

2156B

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Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation
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55.

2120B

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Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
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56.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,912 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
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57.

2060B

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Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
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58.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jumpmelon's solution](#)

59.

2002B

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Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
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60.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[jumpmelon's solution](#)

61.

1770B

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62.

1770A

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

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63.

1450B

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Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[jumpmelon's solution](#)

64.

1430C

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[jumpmelon's solution](#)

65.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[jumpmelon's solution](#)

66.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[jumpmelon's solution](#)

67.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++ (first AC) · Tags: constructive algorithms

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68.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++ (first AC) · Tags: greedy, math

[jumpmelon's solution](#)

69.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-10-05 · last AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jumpmelon's solution](#)

70.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[jumpmelon's solution](#)

71.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: implementation, sortings

[jumpmelon's solution](#)

72.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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73.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[jumpmelon's solution](#)

74.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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75.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[jumpmelon's solution](#)

76.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[jumpmelon's solution](#)

77.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jumpmelon's solution](#)

78.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,352 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[jumpmelon's solution](#)

79.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

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80.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[jumpmelon's solution](#)

81.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,771 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

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82.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[jumpmelon's solution](#)

83.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[jumpmelon's solution](#)

84.

869B

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Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: math

[jumpmelon's solution](#)

85.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: brute force, implementation

[jumpmelon's solution](#)

86.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[jumpmelon's solution](#)

87.

2175C

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Rating: 1200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[jumpmelon's solution](#)

88.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[jumpmelon's solution](#)

89.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

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90.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

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91.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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92.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[jumpmelon's solution](#)

93.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy
[jumpmelon's solution](#)

94.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
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95.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
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96.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-07 · GNU C++ (first AC) · Tags: constructive algorithms, math
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97.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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98.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,221 global accepts · Rating: 1300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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99.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 1300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[jumpmelon's solution](#)

100.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
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101.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[jumpmelon's solution](#)

102.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[jumpmelon's solution](#)

103.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[jumpmelon's solution](#)

104.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2020-10-31 · Python 3 (first AC) · Tags: binary search, implementation, math, number theory

[jumpmelon's solution](#)

105.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: games, greedy, strings

[jumpmelon's solution](#)

106.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: math, number theory

[jumpmelon's solution](#)

107.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: geometry, implementation

[jumpmelon's solution](#)

108.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: brute force, implementation

[jumpmelon's solution](#)

109.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-10-05 · last AC: 2017-10-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[jumpmelon's solution](#)

110.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[jumpmelon's solution](#)

111.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[jumpmelon's solution](#)

112.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[jumpmelon's solution](#)

113.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[jumpmelon's solution](#)

114.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[jumpmelon's solution](#)

115.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[jumpmelon's solution](#)

116.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[jumpmelon's solution](#)

117.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[jumpmelon's solution](#)

118.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[jumpmelon's solution](#)

119.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[jumpmelon's solution](#)

120.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[jumpmelon's solution](#)

121.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[jumpmelon's solution](#)

122.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math
[jumpmelon's solution](#)

123.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[jumpmelon's solution](#)

124.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[jumpmelon's solution](#)

125.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[jumpmelon's solution](#)

126.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation, strings
[jumpmelon's solution](#)

127.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-28 · last AC: 2017-12-28 · GNU C++11 (first AC) · Tags: combinatorics
[jumpmelon's solution](#)

128.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: implementation
[jumpmelon's solution](#)

129.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: implementation
[jumpmelon's solution](#)

130.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[jumpmelon's solution](#)

131.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[jumpmelon's solution](#)

132.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[jumpmelon's solution](#)

133.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings
[jumpmelon's solution](#)

134.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 1500 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[jumpmelon's solution](#)

135.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[jumpmelon's solution](#)

136.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[jumpmelon's solution](#)

137.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[jumpmelon's solution](#)

138.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[jumpmelon's solution](#)

139.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[jumpmelon's solution](#)

140.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jumpmelon's solution](#)

141.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[jumpmelon's solution](#)

142.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[jumpmelon's solution](#)

143.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[jumpmelon's solution](#)

144.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[jumpmelon's solution](#)

145.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: —

[jumpmelon's solution](#)

146.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[jumpmelon's solution](#)

147.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[jumpmelon's solution](#)

148.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[jumpmelon's solution](#)

149.

1782C

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

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

[jumpmelon's solution](#)

150.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jumpmelon's solution](#)

151.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[jumpmelon's solution](#)

152.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[jumpmelon's solution](#)

153.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-12 · last AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[jumpmelon's solution](#)

154.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[jumpmelon's solution](#)

155.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: combinatorics, math
[jumpmelon's solution](#)

156.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[jumpmelon's solution](#)

157.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[jumpmelon's solution](#)

158.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: bitmasks, implementation, strings
[jumpmelon's solution](#)

159.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[jumpmelon's solution](#)

160.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[jumpmelon's solution](#)

161.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[jumpmelon's solution](#)

162.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[jumpmelon's solution](#)

163.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[jumpmelon's solution](#)

164.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[jumpmelon's solution](#)

165.

1770C

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

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

[jumpmelon's solution](#)

166.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[jumpmelon's solution](#)

167.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[jumpmelon's solution](#)

168.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[jumpmelon's solution](#)

169.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[jumpmelon's solution](#)

170.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[jumpmelon's solution](#)

171.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[jumpmelon's solution](#)

172.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation

[jumpmelon's solution](#)

173.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[jumpmelon's solution](#)

174.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph

matchings, graphs

[jumpmelon's solution](#)

175.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[jumpmelon's solution](#)

176.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[jumpmelon's solution](#)

177.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jumpmelon's solution](#)

178.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[jumpmelon's solution](#)

179.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[jumpmelon's solution](#)

180.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[jumpmelon's solution](#)

181.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[jumpmelon's solution](#)

182.

1782D

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

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

[jumpmelon's solution](#)

183.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[jumpmelon's solution](#)

184.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[jumpmelon's solution](#)

185.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[jumpmelon's solution](#)

186.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[jumpmelon's solution](#)

187.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[jumpmelon's solution](#)

188.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[jumpmelon's solution](#)

189.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[jumpmelon's solution](#)

190.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[jumpmelon's solution](#)

191.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jumpmelon's solution](#)

192.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[jumpmelon's solution](#)

193.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jumpmelon's solution](#)

194.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jumpmelon's solution](#)

195.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[jumpmelon's solution](#)

196.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[jumpmelon's solution](#)

197.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[jumpmelon's solution](#)

198.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[jumpmelon's solution](#)

199.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[jumpmelon's solution](#)

200.

1717D

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

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[jumpmelon's solution](#)

201.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[jumpmelon's solution](#)

202.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[jumpmelon's solution](#)

203.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[jumpmelon's solution](#)

204.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[jumpmelon's solution](#)

205.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[jumpmelon's solution](#)

206.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[jumpmelon's solution](#)

207.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[jumpmelon's solution](#)

208.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[jumpmelon's solution](#)

209.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[jumpmelon's solution](#)

210.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-01 · GNU C++11 (first AC) · Tags: binary search, math

[jumpmelon's solution](#)

211.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[jumpmelon's solution](#)

212.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[jumpmelon's solution](#)

213.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[jumpmelon's solution](#)

214.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[jumpmelon's solution](#)

215.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[jumpmelon's solution](#)

216.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[jumpmelon's solution](#)

217.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[jumpmelon's solution](#)

218.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[jumpmelon's solution](#)

219.

1770D

[Koxia and Game](#) · [Tutorial](#)

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

[jumpmelon's solution](#)

220.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[jumpmelon's solution](#)

221.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[jumpmelon's solution](#)

222.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jumpmelon's solution](#)

223.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[jumpmelon's solution](#)

224.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[jumpmelon's solution](#)

225.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-22 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[jumpmelon's solution](#)

226.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2017-07-29 · last AC: 2020-02-08 · GNU C++ (first AC) · Tags: dp, math

[jumpmelon's solution](#)

227.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[jumpmelon's solution](#)

228.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[jumpmelon's solution](#)

229.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[jumpmelon's solution](#)

230.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2018-03-29 · last AC: 2018-03-29 · GNU C++11 (first AC) · Tags: *special

[jumpmelon's solution](#)

231.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[jumpmelon's solution](#)

232.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: binary search, divide and conquer, interactive

[jumpmelon's solution](#)

233.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: dp, sortings

[jumpmelon's solution](#)

234.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[jumpmelon's solution](#)

235.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[jumpmelon's solution](#)

236.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-08-30 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings
[jumpmelon's solution](#)

237.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[jumpmelon's solution](#)

238.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[jumpmelon's solution](#)

239.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[jumpmelon's solution](#)

240.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[jumpmelon's solution](#)

241.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings
[jumpmelon's solution](#)

242.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: dp, matrices, sortings
[jumpmelon's solution](#)

243.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-11-06 · GNU C++ (first AC) · Tags: brute force, dp, meet-in-the-middle
[jumpmelon's solution](#)

244.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees
[jumpmelon's solution](#)

245.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[jumpmelon's solution](#)

246.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[jumpmelon's solution](#)

247.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[jumpmelon's solution](#)

248.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[jumpmelon's solution](#)

249.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[jumpmelon's solution](#)

250.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
[jumpmelon's solution](#)

251.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[jumpmelon's solution](#)

252.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[jumpmelon's solution](#)

253.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[jumpmelon's solution](#)

254.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[jumpmelon's solution](#)

255.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: fft, math
[jumpmelon's solution](#)

256.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[jumpmelon's solution](#)

257.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[jumpmelon's solution](#)

258.

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graphs, math

[jumpmelon's solution](#)

259.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[jumpmelon's solution](#)

260.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[jumpmelon's solution](#)

261.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-28 · last AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[jumpmelon's solution](#)

262.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[jumpmelon's solution](#)

263.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[jumpmelon's solution](#)

264.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[jumpmelon's solution](#)

265.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[jumpmelon's solution](#)

266.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[jumpmelon's solution](#)

267.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[jumpmelon's solution](#)

268.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy

[jumpmelon's solution](#)

269.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[jumpmelon's solution](#)

270.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[jumpmelon's solution](#)

271.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[jumpmelon's solution](#)

272.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[jumpmelon's solution](#)

273.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jumpmelon's solution](#)

274.

2175E1

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

Rating: 2400 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[jumpmelon's solution](#)

275.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[jumpmelon's solution](#)

276.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, dsu, greedy, implementation, trees

[jumpmelon's solution](#)

277.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[jumpmelon's solution](#)

278.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[jumpmelon's solution](#)

279.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[jumpmelon's solution](#)

280.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[jumpmelon's solution](#)

281.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[jumpmelon's solution](#)

282.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[jumpmelon's solution](#)

283.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[jumpmelon's solution](#)

284.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[jumpmelon's solution](#)

285.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[jumpmelon's solution](#)

286.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[jumpmelon's solution](#)

287.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: brute force, graphs

[jumpmelon's solution](#)

288.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[jumpmelon's solution](#)

289.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[jumpmelon's solution](#)

290.

2175E2

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

Rating: 2500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[jumpmelon's solution](#)

291.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[jumpmelon's solution](#)

292.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[jumpmelon's solution](#)

293.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[jumpmelon's solution](#)

294.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[jumpmelon's solution](#)

295.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[jumpmelon's solution](#)

296.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[jumpmelon's solution](#)

297.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[jumpmelon's solution](#)

298.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[jumpmelon's solution](#)

299.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[jumpmelon's solution](#)

300.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jumpmelon's solution](#)

301.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[jumpmelon's solution](#)

302.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings

[jumpmelon's solution](#)

303.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[jumpmelon's solution](#)

304.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[jumpmelon's solution](#)

305.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[jumpmelon's solution](#)

306.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math,

number theory

[jumpmelon's solution](#)

307.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[jumpmelon's solution](#)

308.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[jumpmelon's solution](#)

309.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jumpmelon's solution](#)

310.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[jumpmelon's solution](#)

311.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[jumpmelon's solution](#)

312.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[jumpmelon's solution](#)

313.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[jumpmelon's solution](#)

314.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[jumpmelon's solution](#)

315.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[jumpmelon's solution](#)

316.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[jumpmelon's solution](#)

317.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[jumpmelon's solution](#)

318.

2143F

[Increasing Xor · Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[jumpmelon's solution](#)

319.

1924D

[Balanced Subsequences · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[jumpmelon's solution](#)

320.

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[jumpmelon's solution](#)

321.

1118F2

[Tree Cutting \(Hard Version\) · Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[jumpmelon's solution](#)

322.

1949K

[Make Triangle · Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[jumpmelon's solution](#)

323.

2155F

[Juan's Colorful Tree · Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[jumpmelon's solution](#)

324.

838C

[Future Failure · Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[jumpmelon's solution](#)

325.

360E

[Levko and Game · Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2018-04-13 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[jumpmelon's solution](#)

326.

547E

[Mike and Friends · Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2018-01-05 · last AC: 2018-01-05 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings, trees

[jumpmelon's solution](#)

327.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[jumpmelon's solution](#)

328.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[jumpmelon's solution](#)

329.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[jumpmelon's solution](#)

330.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[jumpmelon's solution](#)

331.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[jumpmelon's solution](#)

332.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[jumpmelon's solution](#)

333.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[jumpmelon's solution](#)

334.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[jumpmelon's solution](#)

335.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[jumpmelon's solution](#)

336.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[jumpmelon's solution](#)

337.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[jumpmelon's solution](#)

338.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[jumpmelon's solution](#)

339.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[jumpmelon's solution](#)

340.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[jumpmelon's solution](#)

341.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[jumpmelon's solution](#)

342.

2226F

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

Quality: 181 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[jumpmelon's solution](#)

343.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[jumpmelon's solution](#)

344.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[jumpmelon's solution](#)

345.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[jumpmelon's solution](#)

346.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[jumpmelon's solution](#)

347.

2226A

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

Quality: 11,073 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jumpmelon's solution](#)

348.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[jumpmelon's solution](#)

349.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[jumpmelon's solution](#)

350.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jumpmelon's solution](#)

351.

2222D

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

Quality: 3,177 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[jumpmelon's solution](#)

352.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[jumpmelon's solution](#)

353.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,265 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[jumpmelon's solution](#)

354.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[jumpmelon's solution](#)

355.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

356.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[jumpmelon's solution](#)

357.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

358.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jumpmelon's solution](#)

359.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jumpmelon's solution](#)

360.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

361.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jumpmelon's solution](#)

362.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

363.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

364.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

365.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

366.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[jumpmelon's solution](#)

367.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings
[jumpmelon's solution](#)

368.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[jumpmelon's solution](#)

369.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[jumpmelon's solution](#)

370.

2225D

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

Quality: 6,600 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[jumpmelon's solution](#)

371.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[jumpmelon's solution](#)

372.

2225B

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

Quality: 14,121 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[jumpmelon's solution](#)

373.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,654 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[jumpmelon's solution](#)

374.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[jumpmelon's solution](#)

375.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[jumpmelon's solution](#)

376.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[jumpmelon's solution](#)

377.

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

378.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

379.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

380.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

381.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

382.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

383.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

384.

105562E

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

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

385.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

386.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

387.

105562A

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

Rating: — · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

388.

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

389.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[jumpmelon's solution](#)

390.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

391.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · last AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

392.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

393.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: —

[jumpmelon's solution](#)

394.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

395.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

396.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[jumpmelon's solution](#)

397.

104854K

[Kenough Time](#) · [Tutorial](#)

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398.

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402.

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403.

104854B

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404.

104854G

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405.

104854D

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406.

104854F

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407.

101775D

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408.

102028D

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409.

102028I

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410.

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411.

102028H

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412.

102028E

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413.

102028A

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414.

102433H

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Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

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415.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

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416.

102433L

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Rating: — · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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417.

102433J

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418.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

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419.

102433K

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420.

102433F

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421.

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422.

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423.

102433I

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424.

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425.

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Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —
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426.

102433B

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427.

102483E

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428.

102483A

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429.

102483J

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430.

102483G

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431.

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432.

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433.

102483H

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434.

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435.

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436.

102501L

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437.

102501K

[Birdwatching](#) · [Tutorial](#)

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438.

102501D

[Gnalcats](#) · [Tutorial](#)

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439.

102501G

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440.

102501J

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441.

102501E

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442.

102501A

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443.

102501I

[Rats](#) · [Tutorial](#)

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444.

102501F

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445.

102501C

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446.

102501B

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447.

102452H

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Rating: — · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: —
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448.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —
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449.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

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450.

102452C

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451.

102452K

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452.

102452J

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453.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

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454.

102452G

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455.

102452B

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456.

102452D

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457.

102835C

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458.

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459.

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460.

102835E

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461.

102835K

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462.

102835I

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463.

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464.

102835M

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465.

102835B

[Make Numbers](#) · [Tutorial](#)

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466.

102835A

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467.

1028960

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468.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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469.

102896C

[Color the Tree](#) · [Tutorial](#)

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470.

102896G

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471.

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472.

102896A

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473.

102896K

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474.

102896M

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475.

102896E

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476.

102920F

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477.

102920I

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478.

102920I

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479.

102920A

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480.

102920H

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481.

102920C

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482.

102920J

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483.

102920G

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484.

102920E

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485.

102920B

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486.

102889I

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487.

102889J

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488.

102889H

~~[SIN e/ÜS](#)~~

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489.

102889G

[gTOKN \[•{±T'í](#)

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490.

102889F

[woafnrætns Nkctep](#)

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491.

102889E

[••OSrANq](#)

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[jumpmelon's solution](#)

492.

102889D

[h Ntōriq](#)

Rating: — · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
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493.

102889C

[Nltōsri\[P](#)

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494.

102889B

[Vymēāsī](#)

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495.

102889A

[gTjVā0Sb](#)

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496.

101775B

[Scapegoat · Tutorial](#)

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497.

101775H

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498.

101775L

[SOS · Tutorial](#)

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499.

101775J

[Straight Master · Tutorial](#)

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500.

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501.

101775K

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502.

101775A

[World Cup](#) · [Tutorial](#)

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503.

101775M

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504.

101630D

[Designing the Toy](#) · [Tutorial](#)

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505.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

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506.

101630C

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507.

101630B

[Box](#) · [Tutorial](#)

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508.

101630E

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