

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

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# Unique solved — kagarii

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

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

Filters: none

Count: 696

1.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,370 global accepts · Rating: 800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[kagarii's solution](#)

2.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,446 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[kagarii's solution](#)

3.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,340 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[kagarii's solution](#)

4.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,172 global accepts · Rating: 800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[kagarii's solution](#)

5.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[kagarii's solution](#)

6.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math  
[kagarii's solution](#)

7.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[kagarii's solution](#)

8.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[kagarii's solution](#)

9.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[kagarii's solution](#)

**10.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[kagarii's solution](#)

**11.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[kagarii's solution](#)

**12.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[kagarii's solution](#)

**13.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kagarii's solution](#)

**14.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[kagarii's solution](#)

**15.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kagarii's solution](#)

**16.**

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[kagarii's solution](#)

**17.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[kagarii's solution](#)

**18.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[kagarii's solution](#)

**19.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kagarii's solution](#)

**20.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math  
[kagarii's solution](#)

**21.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[kagarii's solution](#)

**22.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[kagarii's solution](#)

**23.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kagarii's solution](#)

**24.**

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[kagarii's solution](#)

**25.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[kagarii's solution](#)

**26.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kagarii's solution](#)

**27.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kagarii's solution](#)

**28.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[kagarii's solution](#)

**29.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kagarii's solution](#)

**30.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,563 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[kagarii's solution](#)

**31.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[kagarii's solution](#)

**32.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[kagarii's solution](#)

**33.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[kagarii's solution](#)

**34.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[kagarii's solution](#)

**35.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[kagarii's solution](#)

**36.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[kagarii's solution](#)

**37.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[kagarii's solution](#)

**38.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
[kagarii's solution](#)

**39.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math  
[kagarii's solution](#)

**40.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kagarii's solution](#)

**41.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

[kagarii's solution](#)

**42.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math

[kagarii's solution](#)

**43.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, math

[kagarii's solution](#)

**44.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[kagarii's solution](#)

**45.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation

[kagarii's solution](#)

**46.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[kagarii's solution](#)

**47.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[kagarii's solution](#)

**48.**

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: implementation

[kagarii's solution](#)

**49.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[kagarii's solution](#)

**50.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kagarii's solution](#)

**51.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2019-03-14 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: implementation

[kagarii's solution](#)

**52.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kagarii's solution](#)

**53.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[kagarii's solution](#)

**54.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[kagarii's solution](#)

**55.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-17 · GNU C++ (first AC) · Tags: implementation

[kagarii's solution](#)

**56.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: brute force, implementation

[kagarii's solution](#)

**57.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[kagarii's solution](#)

**58.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[kagarii's solution](#)

**59.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kagarii's solution](#)

**60.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[kagarii's solution](#)

**61.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[kagarii's solution](#)

**62.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,596 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[kagarii's solution](#)

**63.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,479 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[kagarii's solution](#)

**64.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,320 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[kagarii's solution](#)

**65.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[kagarii's solution](#)

**66.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: math

[kagarii's solution](#)

**67.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kagarii's solution](#)

**68.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kagarii's solution](#)

**69.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[kagarii's solution](#)

**70.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[kagarii's solution](#)

**71.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, sortings

[kagarii's solution](#)

**72.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[kagarii's solution](#)

**73.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[kagarii's solution](#)

**74.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-06 · GNU C++ (first AC) · Tags: implementation

[kagarii's solution](#)

**75.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation

[kagarii's solution](#)

**76.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[kagarii's solution](#)

**77.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[kagarii's solution](#)

**78.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[kagarii's solution](#)

**79.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[kagarii's solution](#)

**80.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[kagarii's solution](#)

**81.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[kagarii's solution](#)

**82.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[kagarii's solution](#)

**83.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[kagarii's solution](#)

**84.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[kagarii's solution](#)

**85.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: implementation  
[kagarii's solution](#)

**86.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: math  
[kagarii's solution](#)

**87.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[kagarii's solution](#)

**88.**

1027A

[Palindromic Twist](#) · [Tutorial](#)

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: implementation, strings  
[kagarii's solution](#)

**89.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: greedy, sortings  
[kagarii's solution](#)

**90.**

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[kagarii's solution](#)

**91.**

2160B

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

Quality: 17,762 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[kagarii's solution](#)

**92.**

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
[kagarii's solution](#)

**93.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[kagarii's solution](#)

**94.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[kagarii's solution](#)

**95.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kagarii's solution](#)

**96.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[kagarii's solution](#)

**97.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[kagarii's solution](#)

**98.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[kagarii's solution](#)

**99.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,081 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kagarii's solution](#)

**100.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kagarii's solution](#)

**101.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[kagarii's solution](#)

**102.**

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[kagarii's solution](#)

**103.**

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[kagarii's solution](#)

**104.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kagarii's solution](#)

**105.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[kagarii's solution](#)

**106.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[kagarii's solution](#)

**107.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[kagarii's solution](#)

**108.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[kagarii's solution](#)

**109.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[kagarii's solution](#)

**110.**

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[kagarii's solution](#)

**111.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[kagarii's solution](#)

**112.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[kagarii's solution](#)

**113.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[kagarii's solution](#)

**114.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[kagarii's solution](#)

**115.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[kagarii's solution](#)

**116.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[kagarii's solution](#)

**117.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[kagarii's solution](#)

**118.**

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kagarii's solution](#)

**119.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kagarii's solution](#)

**120.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[kagarii's solution](#)

**121.**

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kagarii's solution](#)

**122.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[kagarii's solution](#)

**123.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: implementation, math

[kagarii's solution](#)

**124.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[kagarii's solution](#)

**125.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-07-17 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[kagarii's solution](#)

**126.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-07-17 · GNU C++ (first AC) · Tags: greedy, implementation, sortings  
[kagarii's solution](#)

**127.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: greedy, implementation  
[kagarii's solution](#)

**128.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,992 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation  
[kagarii's solution](#)

**129.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,903 global accepts · Rating: 1300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[kagarii's solution](#)

**130.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[kagarii's solution](#)

**131.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math  
[kagarii's solution](#)

**132.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[kagarii's solution](#)

**133.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[kagarii's solution](#)

**134.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths  
[kagarii's solution](#)

**135.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[kagarii's solution](#)

**136.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[kagarii's solution](#)

**137.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[kagarii's solution](#)

**138.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kagarii's solution](#)

**139.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,814 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[kagarii's solution](#)

**140.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[kagarii's solution](#)

**141.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[kagarii's solution](#)

**142.**

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: greedy

[kagarii's solution](#)

**143.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[kagarii's solution](#)

**144.**

1220C

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

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: games, greedy, strings

[kagarii's solution](#)

**145.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: math, number theory

[kagarii's solution](#)

**146.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[kagarii's solution](#)

**147.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kagarii's solution](#)

**148.**

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-07-13 · GNU C++ (first AC) · Tags: combinatorics, math

[kagarii's solution](#)

**149.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[kagarii's solution](#)

**150.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[kagarii's solution](#)

**151.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[kagarii's solution](#)

**152.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kagarii's solution](#)

**153.**

1887A1

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

Rating: 1400 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[kagarii's solution](#)

**154.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[kagarii's solution](#)

**155.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[kagarii's solution](#)

**156.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[kagarii's solution](#)

**157.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[kagarii's solution](#)

**158.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[kagarii's solution](#)

**159.**

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[kagarii's solution](#)

**160.**

2155C

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

Quality: 10,258 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[kagarii's solution](#)

**161.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kagarii's solution](#)

**162.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[kagarii's solution](#)

**163.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[kagarii's solution](#)

**164.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[kagarii's solution](#)

**165.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kagarii's solution](#)

**166.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[kagarii's solution](#)

**167.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[kagarii's solution](#)

**168.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[kagarii's solution](#)

**169.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[kagarii's solution](#)

**170.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers  
[kagarii's solution](#)

**171.**

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[kagarii's solution](#)

**172.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2019-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math  
[kagarii's solution](#)

**173.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2019-03-14 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: brute force, implementation  
[kagarii's solution](#)

**174.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[kagarii's solution](#)

**175.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths  
[kagarii's solution](#)

**176.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, greedy, math  
[kagarii's solution](#)

**177.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[kagarii's solution](#)

**178.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[kagarii's solution](#)

**179.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[kagarii's solution](#)

**180.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[kagarii's solution](#)

**181.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[kagarii's solution](#)

**182.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[kagarii's solution](#)

**183.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[kagarii's solution](#)

**184.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[kagarii's solution](#)

**185.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[kagarii's solution](#)

**186.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[kagarii's solution](#)

**187.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[kagarii's solution](#)

**188.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[kagarii's solution](#)

**189.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, strings

[kagarii's solution](#)

**190.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[kagarii's solution](#)

**191.**

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[kagarii's solution](#)

**192.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[kagarii's solution](#)

**193.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[kagarii's solution](#)

**194.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[kagarii's solution](#)

**195.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[kagarii's solution](#)

**196.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[kagarii's solution](#)

**197.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2019-03-14 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[kagarii's solution](#)

**198.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[kagarii's solution](#)

**199.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2018-07-09 · GNU C++ (first AC) · Tags: dp

[kagarii's solution](#)

**200.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[kagarii's solution](#)

**201.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[kagarii's solution](#)

**202.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[kagarii's solution](#)

**203.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[kagarii's solution](#)

**204.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[kagarii's solution](#)

**205.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[kagarii's solution](#)

**206.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[kagarii's solution](#)

**207.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kagarii's solution](#)

**208.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[kagarii's solution](#)

**209.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[kagarii's solution](#)

**210.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[kagarii's solution](#)

**211.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[kagarii's solution](#)

**212.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: games, math, number theory

[kagarii's solution](#)

**213.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[kagarii's solution](#)

**214.**

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[kagarii's solution](#)

**215.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[kagarii's solution](#)

**216.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,329 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[kagarii's solution](#)

**217.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[kagarii's solution](#)

## 218.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[kagarii's solution](#)

## 219.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[kagarii's solution](#)

## 220.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kagarii's solution](#)

## 221.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[kagarii's solution](#)

## 222.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[kagarii's solution](#)

## 223.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[kagarii's solution](#)

## 224.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[kagarii's solution](#)

## 225.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[kagarii's solution](#)

## 226.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[kagarii's solution](#)

## 227.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[kagarii's solution](#)

**228.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[kagarii's solution](#)

**229.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[kagarii's solution](#)

**230.**

2154D

[Catshock](#) · [Tutorial](#)

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

[kagarii's solution](#)

**231.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[kagarii's solution](#)

**232.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[kagarii's solution](#)

**233.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[kagarii's solution](#)

**234.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[kagarii's solution](#)

**235.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[kagarii's solution](#)

**236.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[kagarii's solution](#)

**237.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[kagarii's solution](#)

### 238.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[kagarii's solution](#)

### 239.

1887A2

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

Rating: 1900 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[kagarii's solution](#)

### 240.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,633 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[kagarii's solution](#)

### 241.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[kagarii's solution](#)

### 242.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[kagarii's solution](#)

### 243.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[kagarii's solution](#)

### 244.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[kagarii's solution](#)

### 245.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[kagarii's solution](#)

### 246.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[kagarii's solution](#)

### 247.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[kagarii's solution](#)

**248.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2019-08-17 · last AC: 2019-08-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[kagarii's solution](#)

**249.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[kagarii's solution](#)

**250.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[kagarii's solution](#)

**251.**

2154C2

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

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

[kagarii's solution](#)

**252.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[kagarii's solution](#)

**253.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[kagarii's solution](#)

**254.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[kagarii's solution](#)

**255.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[kagarii's solution](#)

**256.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[kagarii's solution](#)

**257.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[kagarii's solution](#)

**258.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[kagarii's solution](#)

**259.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[kagarii's solution](#)

**260.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[kagarii's solution](#)

**261.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[kagarii's solution](#)

**262.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[kagarii's solution](#)

**263.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[kagarii's solution](#)

**264.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[kagarii's solution](#)

**265.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[kagarii's solution](#)

**266.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[kagarii's solution](#)

**267.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs,

greedy, math, sortings, two pointers

[kagarii's solution](#)

**268.**

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[kagarii's solution](#)

**269.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[kagarii's solution](#)

**270.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[kagarii's solution](#)

**271.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[kagarii's solution](#)

**272.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: dp, greedy

[kagarii's solution](#)

**273.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-03-14 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[kagarii's solution](#)

**274.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2019-03-14 · last AC: 2019-03-14 · GNU C++11 (first AC) · Tags: dp, math

[kagarii's solution](#)

**275.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[kagarii's solution](#)

**276.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[kagarii's solution](#)

**277.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[kagarii's solution](#)

**278.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math  
[kagarii's solution](#)

**279.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[kagarii's solution](#)

**280.**

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings  
[kagarii's solution](#)

**281.**

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers  
[kagarii's solution](#)

**282.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry  
[kagarii's solution](#)

**283.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[kagarii's solution](#)

**284.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings  
[kagarii's solution](#)

**285.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search  
[kagarii's solution](#)

**286.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math  
[kagarii's solution](#)

**287.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy,

hashing, string suffix structures, strings, two pointers

[kagarii's solution](#)

**288.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dp, strings

[kagarii's solution](#)

**289.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kagarii's solution](#)

**290.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[kagarii's solution](#)

**291.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[kagarii's solution](#)

**292.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[kagarii's solution](#)

**293.**

1047D

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

Rating: 2200 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[kagarii's solution](#)

**294.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[kagarii's solution](#)

**295.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[kagarii's solution](#)

**296.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[kagarii's solution](#)

**297.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[kagarii's solution](#)

**298.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[kagarii's solution](#)

**299.**

1874C

[Jellyfish and EVA · Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[kagarii's solution](#)

**300.**

1322C

[Instant Noodles · Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[kagarii's solution](#)

**301.**

1316E

[Team Building · Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[kagarii's solution](#)

**302.**

1182E

[Product Oriented Recurrence · Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory

[kagarii's solution](#)

**303.**

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-10-12 · last AC: 2019-10-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[kagarii's solution](#)

**304.**

1009F

[Dominant Indices · Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2019-03-01 · last AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[kagarii's solution](#)

**305.**

2153E

[Zero Trailing Factorial · Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[kagarii's solution](#)

**306.**

2030F

[Orangutan Approved Subarrays · Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[kagarii's solution](#)

**307.**

1887C

[Minimum Array · Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[kagarii's solution](#)

**308.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[kagarii's solution](#)

**309.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math  
[kagarii's solution](#)

**310.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[kagarii's solution](#)

**311.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[kagarii's solution](#)

**312.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, two pointers  
[kagarii's solution](#)

**313.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[kagarii's solution](#)

**314.**

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp  
[kagarii's solution](#)

**315.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures  
[kagarii's solution](#)

**316.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings  
[kagarii's solution](#)

**317.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math  
[kagarii's solution](#)

**318.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar,

dp

[kagarii's solution](#)

**319.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[kagarii's solution](#)

**320.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[kagarii's solution](#)

**321.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[kagarii's solution](#)

**322.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[kagarii's solution](#)

**323.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[kagarii's solution](#)

**324.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[kagarii's solution](#)

**325.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[kagarii's solution](#)

**326.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[kagarii's solution](#)

**327.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[kagarii's solution](#)

**328.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[kagarii's solution](#)

**329.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft  
[kagarii's solution](#)

**330.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-04-17 · last AC: 2020-04-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math  
[kagarii's solution](#)

**331.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: divide and conquer, dp  
[kagarii's solution](#)

**332.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: games, two pointers  
[kagarii's solution](#)

**333.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: math, number theory, probabilities  
[kagarii's solution](#)

**334.**

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices  
[kagarii's solution](#)

**335.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math  
[kagarii's solution](#)

**336.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math  
[kagarii's solution](#)

**337.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[kagarii's solution](#)

**338.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, number theory  
[kagarii's solution](#)

**339.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2020-04-08 · last AC: 2020-04-08 · GNU C++11 (first AC) · Tags: 2-sat, greedy  
[kagarii's solution](#)

**340.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[kagarii's solution](#)

**341.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[kagarii's solution](#)

**342.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[kagarii's solution](#)

**343.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp  
[kagarii's solution](#)

**344.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[kagarii's solution](#)

**345.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[kagarii's solution](#)

**346.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[kagarii's solution](#)

**347.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-08-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math  
[kagarii's solution](#)

**348.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[kagarii's solution](#)

**349.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[kagarii's solution](#)

**350.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2019-01-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[kagarii's solution](#)

**351.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths  
[kagarii's solution](#)

**352.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation  
[kagarii's solution](#)

**353.**

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[kagarii's solution](#)

**354.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math  
[kagarii's solution](#)

**355.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,117 global accepts · Rating: 2700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[kagarii's solution](#)

**356.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: probabilities, shortest paths  
[kagarii's solution](#)

**357.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[kagarii's solution](#)

**358.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-04-14 · last AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[kagarii's solution](#)

**359.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[kagarii's solution](#)

**360.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices  
[kagarii's solution](#)

**361.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: dp, greedy  
[kagarii's solution](#)

**362.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: binary search, data structures  
[kagarii's solution](#)

**363.**

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: math  
[kagarii's solution](#)

**364.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings  
[kagarii's solution](#)

**365.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[kagarii's solution](#)

**366.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[kagarii's solution](#)

**367.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math  
[kagarii's solution](#)

**368.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[kagarii's solution](#)

**369.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs  
[kagarii's solution](#)

**370.**

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2020-06-03 · last AC: 2020-06-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, string suffix structures

[kagarii's solution](#)

**371.**

575I

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

Quality: 547 global accepts · Rating: 2800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: data structures

[kagarii's solution](#)

**372.**

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: geometry

[kagarii's solution](#)

**373.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[kagarii's solution](#)

**374.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy

[kagarii's solution](#)

**375.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: bitmasks, dp

[kagarii's solution](#)

**376.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: dp, math

[kagarii's solution](#)

**377.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[kagarii's solution](#)

**378.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[kagarii's solution](#)

**379.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, probabilities

[kagarii's solution](#)

**380.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[kagarii's solution](#)

**381.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: dp, graphs, math, probabilities

[kagarii's solution](#)

**382.**

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[kagarii's solution](#)

**383.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[kagarii's solution](#)

**384.**

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[kagarii's solution](#)

**385.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[kagarii's solution](#)

**386.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: flows

[kagarii's solution](#)

**387.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, math

[kagarii's solution](#)

**388.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle

[kagarii's solution](#)

**389.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[kagarii's solution](#)

**390.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: geometry, two pointers

[kagarii's solution](#)

**391.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[kagarii's solution](#)

**392.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: binary search, greedy  
[kagarii's solution](#)

**393.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: dp, games  
[kagarii's solution](#)

**394.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: dp, trees  
[kagarii's solution](#)

**395.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[kagarii's solution](#)

**396.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: data structures, trees  
[kagarii's solution](#)

**397.**

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2019-09-09 · last AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures  
[kagarii's solution](#)

**398.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[kagarii's solution](#)

**399.**

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2020-05-07 · last AC: 2020-05-07 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, sortings, trees  
[kagarii's solution](#)

**400.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: two pointers  
[kagarii's solution](#)

**401.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu,

math, trees

[kagarii's solution](#)

**402.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: data structures, strings

[kagarii's solution](#)

**403.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[kagarii's solution](#)

**404.**

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: data structures, dp

[kagarii's solution](#)

**405.**

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: flows, graphs

[kagarii's solution](#)

**406.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[kagarii's solution](#)

**407.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[kagarii's solution](#)

**408.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: dp, sortings

[kagarii's solution](#)

**409.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[kagarii's solution](#)

**410.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[kagarii's solution](#)

**411.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: binary search, dp, math

[kagarii's solution](#)

**412.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-09-29 · GNU C++11 (first AC) · Tags: data structures

[kagarii's solution](#)

**413.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2019-08-27 · last AC: 2019-08-28 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[kagarii's solution](#)

**414.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[kagarii's solution](#)

**415.**

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: fft, math, matrices

[kagarii's solution](#)

**416.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-05-14 · last AC: 2020-05-14 · GNU C++11 (first AC) · Tags: flows, greedy

[kagarii's solution](#)

**417.**

1349F1

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

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, fft, math

[kagarii's solution](#)

**418.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: data structures

[kagarii's solution](#)

**419.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[kagarii's solution](#)

**420.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[kagarii's solution](#)

**421.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[kagarii's solution](#)

**422.**

516E

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

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: math, number theory

[kagarii's solution](#)

**423.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dp, math

[kagarii's solution](#)

**424.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[kagarii's solution](#)

**425.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2019-10-07 · last AC: 2019-10-08 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[kagarii's solution](#)

**426.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: data structures, dsu

[kagarii's solution](#)

**427.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2019-09-10 · last AC: 2019-09-10 · GNU C++11 (first AC) · Tags: data structures

[kagarii's solution](#)

**428.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: data structures

[kagarii's solution](#)

**429.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[kagarii's solution](#)

**430.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math, probabilities

[kagarii's solution](#)

**431.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-04-28 · last AC: 2020-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[kagarii's solution](#)

**432.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: graph matchings, strings

[kagarii's solution](#)

**433.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[kagarii's solution](#)

**434.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive  
[kagarii's solution](#)

**435.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: matrices, trees  
[kagarii's solution](#)

**436.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: data structures, greedy  
[kagarii's solution](#)

**437.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees  
[kagarii's solution](#)

**438.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy  
[kagarii's solution](#)

**439.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math  
[kagarii's solution](#)

**440.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: fft, math  
[kagarii's solution](#)

**441.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: data structures  
[kagarii's solution](#)

**442.**

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[kagarii's solution](#)

**443.**

414E

[Mashmikh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2019-08-27 · last AC: 2019-08-27 · GNU C++11 (first AC) · Tags: data structures  
[kagarii's solution](#)

**444.**

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2020-05-12 · last AC: 2020-05-12 · GNU C++11 (first AC) · Tags: binary search, geometry, two pointers  
[kagarii's solution](#)

**445.**

671E

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

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: data structures, greedy  
[kagarii's solution](#)

**446.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: binary search, geometry  
[kagarii's solution](#)

**447.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dp, math, number theory  
[kagarii's solution](#)

**448.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: binary search, data structures  
[kagarii's solution](#)

**449.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings  
[kagarii's solution](#)

**450.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2020-03-03 · last AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[kagarii's solution](#)

**451.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math  
[kagarii's solution](#)

**452.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-01-14 · last AC: 2020-01-17 · GNU C++11 (first AC) · Tags: string suffix structures, strings  
[kagarii's solution](#)

**453.**

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[kagarii's solution](#)

**454.**

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: —  
[kagarii's solution](#)

**455.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2019-10-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[kagarii's solution](#)

**456.**

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: math

[kagarii's solution](#)

**457.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: data structures

[kagarii's solution](#)

**458.**

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: combinatorics, fft, graphs, math

[kagarii's solution](#)

**459.**

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2020-05-20 · last AC: 2020-05-20 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[kagarii's solution](#)

**460.**

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[kagarii's solution](#)

**461.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: fft, math, number theory

[kagarii's solution](#)

**462.**

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2020-01-04 · last AC: 2020-01-04 · GNU C++11 (first AC) · Tags: fft, graphs, trees

[kagarii's solution](#)

**463.**

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[kagarii's solution](#)

**464.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: data structures, trees

[kagarii's solution](#)

**465.**

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: data structures

[kagarii's solution](#)

**466.**

1349F2

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2020-05-13 · last AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, fft, math  
[kagarii's solution](#)

**467.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-17 · last AC: 2020-04-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees  
[kagarii's solution](#)

**468.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[kagarii's solution](#)

**469.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math  
[kagarii's solution](#)

**470.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs  
[kagarii's solution](#)

**471.**

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: data structures, implementation, trees  
[kagarii's solution](#)

**472.**

1034D

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

Quality: 587 global accepts · Rating: 3500 · first AC: 2019-09-29 · last AC: 2019-09-29 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[kagarii's solution](#)

**473.**

105336G

[uTArigQm](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kagarii's solution](#)

**474.**

105336I

[bTtgnl](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kagarii's solution](#)

**475.**

105336L

[•Q•U•r•i•a•\[](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kagarii's solution](#)

**476.**

105336B

[Qx-Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kagarii's solution](#)

477.

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[kagarii's solution](#)

478.

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[kagarii's solution](#)

479.

105336D

[Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[kagarii's solution](#)

480.

105336K

[Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[kagarii's solution](#)

481.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kagarii's solution](#)

482.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kagarii's solution](#)

483.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kagarii's solution](#)

484.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kagarii's solution](#)

485.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kagarii's solution](#)

486.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[kagarii's solution](#)

487.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[kagarii's solution](#)

**488.**

105143K

[Party Games](#) · [Tutorial](#)

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

**489.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

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

**490.**

104787B

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

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**491.**

104787K

[Make SYSU Great Again II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**492.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**493.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**494.**

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**495.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**496.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**497.**

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**498.**

104160I

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Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**499.**

104160E

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**500.**

104160L

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Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**501.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**502.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**503.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**504.**

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**505.**

104207J

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Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**506.**

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**507.**

104207G

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Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**508.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**509.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**510.**

104207E

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Rating: — · first AC: 2023-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**511.**

104207A

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**512.**

104345I

[Similarity Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**513.**

104345H

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

Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**514.**

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**515.**

104345J

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Rating: — · first AC: 2023-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**516.**

104345D

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Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**517.**

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**518.**

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**519.**

104427F

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

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**520.**

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**521.**

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**522.**

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**523.**

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**524.**

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**525.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**526.**

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**527.**

103860L

[Paid Leave](#) · [Tutorial](#)

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[kagarii's solution](#)

**528.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**529.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**530.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**531.**

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**532.**

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**533.**

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**534.**

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**535.**

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**536.**

103447B

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

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**537.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**538.**

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**539.**

102452I

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

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**540.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

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**541.**

102452G

[Game Design](#) · [Tutorial](#)

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[kagarii's solution](#)

**542.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

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**543.**

102452D

[Defining Labels](#) · [Tutorial](#)

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**544.**

102452B

[Binary Tree](#) · [Tutorial](#)

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**545.**

104090G

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**546.**

104090M

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Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**547.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**548.**

104090K

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**549.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

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**550.**

104090A

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**551.**

104090D

[Money Game](#) · [Tutorial](#)

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**552.**

104077B

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[kagarii's solution](#)

**553.**

104077A

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Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kagarii's solution](#)

**554.**

104077I

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[kagarii's solution](#)

**555.**

104077G

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**556.**

104077C

[Clone Ranran](#) · [Tutorial](#)

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**557.**

104077E

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**558.**

104077F

[Hotel](#) · [Tutorial](#)

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**559.**

104077J

[Strange Sum](#) · [Tutorial](#)

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**560.**

104076C

[DFS Order 2](#) · [Tutorial](#)

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**561.**

104076D

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**562.**

104076G

[Quick Sort](#) · [Tutorial](#)

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**563.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**564.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**565.**

104076K

[Stack Sort](#) · [Tutorial](#)

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**566.**

104076M

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**567.**

104021E

[XOR Tree](#) · [Tutorial](#)

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**568.**

104021L

[Xian Xiang](#) · [Tutorial](#)

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**569.**

104021K

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**570.**

104021H

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**571.**

104021A

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**572.**

104021D

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**573.**

104021F

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**574.**

104021G

[Pot!!](#) · [Tutorial](#)

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**575.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · Python 3 (first AC) · Tags: —  
[kagarii's solution](#)

**576.**

104021B

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Rating: — · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**577.**

104021N

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**578.**

104022B

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**579.**

104022G

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**580.**

104022K

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**581.**

104022E

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**582.**

104022J

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**583.**

104022A

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**584.**

103687E

[Easy Jump](#) · [Tutorial](#)

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[kagarii's solution](#)

**585.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**586.**

103687F

[Easy Fix](#) · [Tutorial](#)

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**587.**

103687I

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Rating: — · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**588.**

103687G

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**589.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**590.**

103687L

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[kagarii's solution](#)

**591.**

103687C

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[kagarii's solution](#)

**592.**

103687A

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Rating: — · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kagarii's solution](#)

**593.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**594.**

103470D

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**595.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**596.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kagarii's solution](#)

**597.**

103470J

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**598.**

103470C

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**599.**

103470M

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**600.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kagarii's solution](#)

**601.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kagarii's solution](#)

**602.**

103069A

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

Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kagarii's solution](#)

**603.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**604.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**605.**

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**606.**

103049D

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Rating: — · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kagarii's solution](#)

**607.**

103049E

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Rating: — · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**608.**

103049F

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**609.**

103049A

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**610.**

103049I

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Rating: — · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**611.**

103049K

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Rating: — · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**612.**

103049C

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**613.**

103049H

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**614.**

102759A

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**615.**

102759D

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**616.**

102759J

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**617.**

102759H

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**618.**

102759K

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**619.**

103438K

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**620.**

103438E

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**621.**

103438C

[Werewolves](#) · [Tutorial](#)

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**622.**

103438L

[Jason ABC](#) · [Tutorial](#)

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**623.**

103438J

[ABC Legacy](#) · [Tutorial](#)

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**624.**

103438F

[to Pay Respects](#) · [Tutorial](#)

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**625.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

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**626.**

103438N

[A-series](#) · [Tutorial](#)

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**627.**

103438A

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**628.**

103119C

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**629.**

103119G

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**630.**

103119F

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**631.**

103119D

[Artifacts](#) · [Tutorial](#)

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**632.**

103119A

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**633.**

103119L

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**634.**

103329E

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**635.**

103329A

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**636.**

103427I

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**637.**

103427H

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**638.**

103427L

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**639.**

103427B

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**640.**

103427J

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**641.**

103427F

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**642.**

103427E

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**643.**

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**644.**

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**645.**

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**646.**

102920J

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**647.**

102920E

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**648.**

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**649.**

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**650.**

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**651.**

103371J

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**652.**

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**654.**

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**655.**

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**657.**

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**658.**

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**659.**

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**661.**

102798L

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**662.**

102798G

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**663.**

102798H

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**664.**

102798D

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**665.**

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**666.**

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**669.**

102823D

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**670.**

102823G

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**671.**

102992K

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**672.**

102900G

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**673.**

102979C

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**674.**

102979F

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Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**675.**

102979J

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Rating: — · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: —

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**676.**

102032C

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Rating: — · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: —

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**677.**

102032B

[Squarow](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: —

[kagarii's solution](#)

**678.**

102032A

[Innohorse](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: —

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**679.**

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**680.**

101981B

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Rating: — · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: —

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**681.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: —

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**682.**

101981M

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**683.**

101981G

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**684.**

101981I

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**685.**

101981K

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**686.**

101981A

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**687.**

101981J

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**688.**

102832J

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**689.**

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**690.**

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**691.**

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**692.**

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**693.**

102832F

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**696.**

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