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# Unique solved — kanade1616

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

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

Filters: none

Count: 263

- 1.**  
2110A  
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Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[kanade1616's solution](#)
- 2.**  
2109A  
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Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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- 3.**  
2107A  
[LRC and VIP](#) · [Tutorial](#)  
Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
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- 4.**  
2108A  
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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
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- 5.**  
2103A  
[Common Multiple](#) · [Tutorial](#)  
Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
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- 6.**  
2084A  
[Max and Mod](#) · [Tutorial](#)  
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- 7.**  
2086A  
[Cloudberry Jam](#) · [Tutorial](#)  
Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
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- 8.**  
2092A  
[Kamilka and the Sheep](#) · [Tutorial](#)  
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- 9.**  
2090A  
[Treasure Hunt](#) · [Tutorial](#)  
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**10.**

2075A

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**11.**

2078A

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**12.**

2071A

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**13.**

2070A

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Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**14.**

2067A

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Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
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**15.**

2062A

[String](#) · [Tutorial](#)

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**16.**

1005A

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**17.**

2061A

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**18.**

2047A

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Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**19.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
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**20.**

2024A

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Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**21.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math  
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**22.**

2030A

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Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
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**23.**

2025A

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**24.**

2019A

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**25.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
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**26.**

545A

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Quality: 12,152 global accepts · Rating: 900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
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**27.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[kanade1616's solution](#)

**28.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
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**29.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[kanade1616's solution](#)

**30.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**31.**

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, strings

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**32.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[kanade1616's solution](#)

**33.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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**34.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[kanade1616's solution](#)

**35.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[kanade1616's solution](#)

**36.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

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[kanade1616's solution](#)

**37.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

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**38.**

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kanade1616's solution](#)

**39.**

2084B

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[kanade1616's solution](#)

**40.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

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41.

2078B

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Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

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42.

2071B

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Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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43.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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44.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kanade1616's solution](#)

45.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

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46.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kanade1616's solution](#)

47.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

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48.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[kanade1616's solution](#)

49.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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50.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[kanade1616's solution](#)

**51.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
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**52.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**53.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[kanade1616's solution](#)

**54.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings  
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**55.**

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**56.**

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
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**57.**

2019B

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

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**58.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

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**59.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**60.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math  
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**61.**

2086C

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**62.**

2075B

[Array Recoloring](#) · [Tutorial](#)

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**63.**

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

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**64.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

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**65.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**66.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[kanade1616's solution](#)

**67.**

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

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**68.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[kanade1616's solution](#)

**69.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

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**70.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

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**71.**

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[kanade1616's solution](#)

**72.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[kanade1616's solution](#)

**73.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[kanade1616's solution](#)

**74.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[kanade1616's solution](#)

**75.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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**76.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math

[kanade1616's solution](#)

**77.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**78.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1500 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**79.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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**80.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

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**81.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

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**82.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**83.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[kanade1616's solution](#)

**84.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[kanade1616's solution](#)

**85.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[kanade1616's solution](#)

**86.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[kanade1616's solution](#)

**87.**

2047D

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

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

[kanade1616's solution](#)

**88.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[kanade1616's solution](#)

**89.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

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**90.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[kanade1616's solution](#)

**91.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[kanade1616's solution](#)

**92.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[kanade1616's solution](#)

**93.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[kanade1616's solution](#)

**94.**

387C

[George and Number](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**95.**

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy

[kanade1616's solution](#)

**96.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[kanade1616's solution](#)

**97.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[kanade1616's solution](#)

**98.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[kanade1616's solution](#)

**99.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[kanade1616's solution](#)

**100.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp,

implementation, math

[kanade1616's solution](#)

## 101.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[kanade1616's solution](#)

## 102.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[kanade1616's solution](#)

## 103.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[kanade1616's solution](#)

## 104.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[kanade1616's solution](#)

## 105.

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[kanade1616's solution](#)

## 106.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[kanade1616's solution](#)

## 107.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[kanade1616's solution](#)

## 108.

2090E1

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

Rating: 1900 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, two pointers

[kanade1616's solution](#)

## 109.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kanade1616's solution](#)

## 110.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[kanade1616's solution](#)

**111.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[kanade1616's solution](#)

**112.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[kanade1616's solution](#)

**113.**

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[kanade1616's solution](#)

**114.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[kanade1616's solution](#)

**115.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[kanade1616's solution](#)

**116.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[kanade1616's solution](#)

**117.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[kanade1616's solution](#)

**118.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[kanade1616's solution](#)

**119.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[kanade1616's solution](#)

**120.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[kanade1616's solution](#)

## 121.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[kanade1616's solution](#)

## 122.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[kanade1616's solution](#)

## 123.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[kanade1616's solution](#)

## 124.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[kanade1616's solution](#)

## 125.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[kanade1616's solution](#)

## 126.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[kanade1616's solution](#)

## 127.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[kanade1616's solution](#)

## 128.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kanade1616's solution](#)

## 129.

2040E

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

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[kanade1616's solution](#)

**130.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kanade1616's solution](#)

**131.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[kanade1616's solution](#)

**132.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[kanade1616's solution](#)

**133.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[kanade1616's solution](#)

**134.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[kanade1616's solution](#)

**135.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[kanade1616's solution](#)

**136.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[kanade1616's solution](#)

**137.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[kanade1616's solution](#)

**138.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[kanade1616's solution](#)

**139.**

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[kanade1616's solution](#)

**140.**

2226D

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

Quality: 2,227 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[kanade1616's solution](#)

**141.**

2226C

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

Quality: 5,560 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[kanade1616's solution](#)

**142.**

2226B

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

Quality: 10,104 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[kanade1616's solution](#)

**143.**

2226A

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

Quality: 11,238 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[kanade1616's solution](#)

**144.**

106030D

[g-trip](#)

Rating: — · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**145.**

105930M

[Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**146.**

105930K

[Path Planning 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · last AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**147.**

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**148.**

105930C

[Bracket Integer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**149.**

105930H

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**150.**

105930E

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 151.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[kanade1616's solution](#)

### 152.

105930A

[Project Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 153.

105930D

[Distributed System](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 154.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 155.

105909I

[a tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 156.

105909A

[tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 157.

105909F

[Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 158.

105909M

[Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 159.

105909D

[Tutorial](#)

Rating: — · first AC: 2025-05-29 · last AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[kanade1616's solution](#)

### 160.

105909K

[UNOy Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[kanade1616's solution](#)

### 161.

105909J

[Generate 01 String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**162.**

105909H

[What is all you need?](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**163.**

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**164.**

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**165.**

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**166.**

105911F

[Caloric Difference](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**167.**

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**168.**

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**169.**

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**170.**

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**171.**

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**172.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**173.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**174.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**175.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**176.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**177.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**178.**

105699B

[The Best Wife](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**179.**

105699G

[Geo Sharding](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**180.**

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**181.**

105699I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**182.**

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**183.**

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**184.**

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · last AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**185.**

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**186.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**187.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**188.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · last AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**189.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**190.**

103119L

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

Rating: — · first AC: 2025-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**191.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**192.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**193.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**194.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**195.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**196.**

103446D

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

Rating: — · first AC: 2025-02-07 · last AC: 2025-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**197.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**198.**

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**199.**

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**200.**

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**201.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**202.**

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**203.**

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**204.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**205.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**206.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**207.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**208.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**209.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**210.**

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · Python 3 (first AC) · Tags: —  
[kanade1616's solution](#)

**211.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**212.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**213.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**214.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[kanade1616's solution](#)

**215.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[kanade1616's solution](#)

**216.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**217.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**218.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

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

[kanade1616's solution](#)

**219.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

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

[kanade1616's solution](#)

**220.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**221.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**222.**

104901D

[Largest Digit](#) · [Tutorial](#)

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

[kanade1616's solution](#)

**223.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**224.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**225.**

104768I

[Barkley II](#) · [Tutorial](#)

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

[kanade1616's solution](#)

**226.**

104768K

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

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**227.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**228.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**229.**

104869B

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

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**230.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**231.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**232.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**233.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**234.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**235.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**236.**

104857C

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

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**237.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**238.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**239.**

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**240.**

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**241.**

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**242.**

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**243.**

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**244.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**245.**

105143F

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

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**246.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**247.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**248.**

105143I

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

Rating: — · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**249.**

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[kanade1616's solution](#)

**250.**

105386M

[Italian Cuisine](#) · [Tutorial](#)

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

[kanade1616's solution](#)

**251.**

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**252.**

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**253.**

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**254.**

105386A

[Two-star Contest](#) · [Tutorial](#)

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

[kanade1616's solution](#)

**255.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · last AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**256.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**257.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**258.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**259.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**260.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**261.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kanade1616's solution](#)

**262.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[kanade1616's solution](#)

**263.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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