

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

<https://cfelitetracker.vercel.app>

# Unique solved — killerCS

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

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

Filters: none

Count: 437

- 1.**  
1492A  
[Three swimmers](#) · [Tutorial](#)  
Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[killerCS's solution](#)
- 2.**  
1487A  
[Arena](#) · [Tutorial](#)  
Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[killerCS's solution](#)
- 3.**  
1481A  
[Space Navigation](#) · [Tutorial](#)  
Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[killerCS's solution](#)
- 4.**  
1474A  
[Puzzle From the Future](#) · [Tutorial](#)  
Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[killerCS's solution](#)
- 5.**  
1473A  
[Replacing Elements](#) · [Tutorial](#)  
Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings  
[killerCS's solution](#)
- 6.**  
1468E  
[Four Segments](#) · [Tutorial](#)  
Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[killerCS's solution](#)
- 7.**  
1455A  
[Strange Functions](#) · [Tutorial](#)  
Quality: 27,408 global accepts · Rating: 800 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[killerCS's solution](#)
- 8.**  
1452C  
[Two Brackets](#) · [Tutorial](#)  
Quality: 21,118 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[killerCS's solution](#)
- 9.**  
1452A  
[Robot Program](#) · [Tutorial](#)  
Quality: 22,939 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
[killerCS's solution](#)
- 10.**  
1438A  
[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[killerCS's solution](#)

**11.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[killerCS's solution](#)

**12.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[killerCS's solution](#)

**13.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[killerCS's solution](#)

**14.**

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[killerCS's solution](#)

**15.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[killerCS's solution](#)

**16.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[killerCS's solution](#)

**17.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[killerCS's solution](#)

**18.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,958 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[killerCS's solution](#)

**19.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[killerCS's solution](#)

**20.**

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[killerCS's solution](#)

**21.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[killerCS's solution](#)

**22.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[killerCS's solution](#)

**23.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[killerCS's solution](#)

**24.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[killerCS's solution](#)

**25.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[killerCS's solution](#)

**26.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[killerCS's solution](#)

**27.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[killerCS's solution](#)

**28.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[killerCS's solution](#)

**29.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[killerCS's solution](#)

**30.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[killerCS's solution](#)

**31.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[killerCS's solution](#)

**32.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[killerCS's solution](#)

**33.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[killerCS's solution](#)

**34.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[killerCS's solution](#)

**35.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[killerCS's solution](#)

**36.**

1474B

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

Quality: 40,328 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[killerCS's solution](#)

**37.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[killerCS's solution](#)

**38.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[killerCS's solution](#)

**39.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[killerCS's solution](#)

**40.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[killerCS's solution](#)

**41.**

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[killerCS's solution](#)

42.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[killerCS's solution](#)

43.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[killerCS's solution](#)

44.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[killerCS's solution](#)

45.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[killerCS's solution](#)

46.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[killerCS's solution](#)

47.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[killerCS's solution](#)

48.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings  
[killerCS's solution](#)

49.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[killerCS's solution](#)

50.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math  
[killerCS's solution](#)

51.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[killerCS's solution](#)

52.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[killerCS's solution](#)

**53.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[killerCS's solution](#)

**54.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[killerCS's solution](#)

**55.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[killerCS's solution](#)

**56.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[killerCS's solution](#)

**57.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[killerCS's solution](#)

**58.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[killerCS's solution](#)

**59.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[killerCS's solution](#)

**60.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[killerCS's solution](#)

**61.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[killerCS's solution](#)

**62.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[killerCS's solution](#)

**63.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[killerCS's solution](#)

**64.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[killerCS's solution](#)

**65.**

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[killerCS's solution](#)

**66.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[killerCS's solution](#)

**67.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[killerCS's solution](#)

**68.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[killerCS's solution](#)

**69.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[killerCS's solution](#)

**70.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[killerCS's solution](#)

**71.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[killerCS's solution](#)

**72.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[killerCS's solution](#)

**73.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[killerCS's solution](#)

**74.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings  
[killerCS's solution](#)

**75.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[killerCS's solution](#)

**76.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[killerCS's solution](#)

**77.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings  
[killerCS's solution](#)

**78.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,828 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[killerCS's solution](#)

**79.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[killerCS's solution](#)

**80.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[killerCS's solution](#)

**81.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[killerCS's solution](#)

**82.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[killerCS's solution](#)

**83.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[killerCS's solution](#)

**84.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1400 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[killerCS's solution](#)

**85.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[killerCS's solution](#)

**86.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[killerCS's solution](#)

**87.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[killerCS's solution](#)

**88.**

804B

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

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math  
[killerCS's solution](#)

**89.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[killerCS's solution](#)

**90.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[killerCS's solution](#)

**91.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[killerCS's solution](#)

**92.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[killerCS's solution](#)

**93.**

1365C

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

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[killerCS's solution](#)

**94.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[killerCS's solution](#)

**95.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[killerCS's solution](#)

**96.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[killerCS's solution](#)

**97.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[killerCS's solution](#)

**98.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[killerCS's solution](#)

**99.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[killerCS's solution](#)

**100.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[killerCS's solution](#)

**101.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[killerCS's solution](#)

**102.**

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[killerCS's solution](#)

**103.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[killerCS's solution](#)

**104.**

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[killerCS's solution](#)

**105.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[killerCS's solution](#)

**106.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[killerCS's solution](#)

**107.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[killerCS's solution](#)

**108.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[killerCS's solution](#)

**109.**

1368C

[Even Picture](#) · [Tutorial](#)

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

[killerCS's solution](#)

**110.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[killerCS's solution](#)

**111.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[killerCS's solution](#)

**112.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[killerCS's solution](#)

**113.**

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[killerCS's solution](#)

**114.**

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[killerCS's solution](#)

**115.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[killerCS's solution](#)

**116.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[killerCS's solution](#)

**117.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[killerCS's solution](#)

**118.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[killerCS's solution](#)

**119.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[killerCS's solution](#)

**120.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers  
[killerCS's solution](#)

**121.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[killerCS's solution](#)

**122.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers  
[killerCS's solution](#)

**123.**

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees  
[killerCS's solution](#)

**124.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation  
[killerCS's solution](#)

**125.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[killerCS's solution](#)

**126.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[killerCS's solution](#)

**127.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[killerCS's solution](#)

**128.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[killerCS's solution](#)

**129.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[killerCS's solution](#)

**130.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[killerCS's solution](#)

**131.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[killerCS's solution](#)

**132.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[killerCS's solution](#)

**133.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[killerCS's solution](#)

**134.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[killerCS's solution](#)

**135.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[killerCS's solution](#)

**136.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[killerCS's solution](#)

**137.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[killerCS's solution](#)

**138.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[killerCS's solution](#)

**139.**

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[killerCS's solution](#)

**140.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[killerCS's solution](#)

**141.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[killerCS's solution](#)

**142.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[killerCS's solution](#)

**143.**

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[killerCS's solution](#)

**144.**

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[killerCS's solution](#)

**145.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[killerCS's solution](#)

**146.**

1368D

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

Quality: 13,657 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[killerCS's solution](#)

**147.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[killerCS's solution](#)

**148.**

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[killerCS's solution](#)

**149.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[killerCS's solution](#)

**150.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[killerCS's solution](#)

**151.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[killerCS's solution](#)

**152.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[killerCS's solution](#)

**153.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[killerCS's solution](#)

**154.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[killerCS's solution](#)

**155.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[killerCS's solution](#)

**156.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[killerCS's solution](#)

**157.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[killerCS's solution](#)

**158.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[killerCS's solution](#)

**159.**

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[killerCS's solution](#)

**160.**

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[killerCS's solution](#)

**161.**

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[killerCS's solution](#)

**162.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[killerCS's solution](#)

**163.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[killerCS's solution](#)

**164.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[killerCS's solution](#)

**165.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[killerCS's solution](#)

**166.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[killerCS's solution](#)

**167.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[killerCS's solution](#)

**168.**

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[killerCS's solution](#)

**169.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[killerCS's solution](#)

**170.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[killerCS's solution](#)

**171.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[killerCS's solution](#)

**172.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[killerCS's solution](#)

**173.**

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[killerCS's solution](#)

**174.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[killerCS's solution](#)

**175.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[killerCS's solution](#)

**176.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[killerCS's solution](#)

**177.**

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[killerCS's solution](#)

**178.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[killerCS's solution](#)

**179.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[killerCS's solution](#)

**180.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[killerCS's solution](#)

**181.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[killerCS's solution](#)

**182.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[killerCS's solution](#)

**183.**

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[killerCS's solution](#)

**184.**

2140D

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

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[killerCS's solution](#)

**185.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

[killerCS's solution](#)

**186.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[killerCS's solution](#)

**187.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[killerCS's solution](#)

**188.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[killerCS's solution](#)

**189.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[killerCS's solution](#)

**190.**

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[killerCS's solution](#)

**191.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[killerCS's solution](#)

**192.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[killerCS's solution](#)

**193.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[killerCS's solution](#)

**194.**

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[killerCS's solution](#)

**195.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[killerCS's solution](#)

**196.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[killerCS's solution](#)

**197.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[killerCS's solution](#)

**198.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[killerCS's solution](#)

**199.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[killerCS's solution](#)

**200.**

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[killerCS's solution](#)

**201.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[killerCS's solution](#)

**202.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[killerCS's solution](#)

**203.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[killerCS's solution](#)

**204.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[killerCS's solution](#)

**205.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[killerCS's solution](#)

**206.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2100 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[killerCS's solution](#)

**207.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[killerCS's solution](#)

**208.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[killerCS's solution](#)

**209.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[killerCS's solution](#)

**210.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[killerCS's solution](#)

**211.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[killerCS's solution](#)

**212.**

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[killerCS's solution](#)

**213.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[killerCS's solution](#)

**214.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[killerCS's solution](#)

**215.**

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[killerCS's solution](#)

**216.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[killerCS's solution](#)

**217.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[killerCS's solution](#)

**218.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[killerCS's solution](#)

**219.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[killerCS's solution](#)

**220.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[killerCS's solution](#)

**221.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[killerCS's solution](#)

**222.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[killerCS's solution](#)

**223.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[killerCS's solution](#)

**224.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[killerCS's solution](#)

**225.**

1468A

[LaIs](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[killerCS's solution](#)

**226.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[killerCS's solution](#)

**227.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[killerCS's solution](#)

**228.**

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers  
[killerCS's solution](#)

**229.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[killerCS's solution](#)

**230.**

806C

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

Rating: 2200 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[killerCS's solution](#)

**231.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy  
[killerCS's solution](#)

**232.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[killerCS's solution](#)

**233.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees  
[killerCS's solution](#)

**234.**

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry  
[killerCS's solution](#)

**235.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[killerCS's solution](#)

**236.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[killerCS's solution](#)

**237.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[killerCS's solution](#)

**238.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[killerCS's solution](#)

**239.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[killerCS's solution](#)

**240.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[killerCS's solution](#)

**241.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[killerCS's solution](#)

**242.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[killerCS's solution](#)

**243.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[killerCS's solution](#)

**244.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[killerCS's solution](#)

**245.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

hashing

[killerCS's solution](#)

**246.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[killerCS's solution](#)

**247.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[killerCS's solution](#)

**248.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[killerCS's solution](#)

**249.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[killerCS's solution](#)

**250.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[killerCS's solution](#)

**251.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[killerCS's solution](#)

**252.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[killerCS's solution](#)

**253.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[killerCS's solution](#)

**254.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[killerCS's solution](#)

**255.**

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[killerCS's solution](#)

**256.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[killerCS's solution](#)

**257.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[killerCS's solution](#)

**258.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[killerCS's solution](#)

**259.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[killerCS's solution](#)

**260.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[killerCS's solution](#)

**261.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[killerCS's solution](#)

**262.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[killerCS's solution](#)

**263.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[killerCS's solution](#)

**264.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[killerCS's solution](#)

**265.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[killerCS's solution](#)

**266.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[killerCS's solution](#)

**267.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu  
[killerCS's solution](#)

**268.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[killerCS's solution](#)

**269.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers  
[killerCS's solution](#)

**270.**

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[killerCS's solution](#)

**271.**

1362F

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[killerCS's solution](#)

**272.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[killerCS's solution](#)

**273.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs  
[killerCS's solution](#)

**274.**

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees  
[killerCS's solution](#)

**275.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-07-06 · last AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[killerCS's solution](#)

**276.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[killerCS's solution](#)

**277.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math  
[killerCS's solution](#)

**278.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[killerCS's solution](#)

**279.**

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices  
[killerCS's solution](#)

**280.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[killerCS's solution](#)

**281.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[killerCS's solution](#)

**282.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory  
[killerCS's solution](#)

**283.**

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
[killerCS's solution](#)

**284.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[killerCS's solution](#)

**285.**

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[killerCS's solution](#)

**286.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math  
[killerCS's solution](#)

**287.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[killerCS's solution](#)

**288.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[killerCS's solution](#)

**289.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[killerCS's solution](#)

**290.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[killerCS's solution](#)

**291.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[killerCS's solution](#)

**292.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities

[killerCS's solution](#)

**293.**

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**294.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[killerCS's solution](#)

**295.**

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[killerCS's solution](#)

**296.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[killerCS's solution](#)

**297.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[killerCS's solution](#)

**298.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[killerCS's solution](#)

**299.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[killerCS's solution](#)

**300.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[killerCS's solution](#)

**301.**

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[killerCS's solution](#)

**302.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[killerCS's solution](#)

**303.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[killerCS's solution](#)

**304.**

717I

[Cowboy Beblop at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[killerCS's solution](#)

**305.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[killerCS's solution](#)

**306.**

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[killerCS's solution](#)

**307.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, trees

[killerCS's solution](#)

**308.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[killerCS's solution](#)

**309.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math  
[killerCS's solution](#)

**310.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, shortest paths  
[killerCS's solution](#)

**311.**

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, fft, number theory  
[killerCS's solution](#)

**312.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees  
[killerCS's solution](#)

**313.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, interactive  
[killerCS's solution](#)

**314.**

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[killerCS's solution](#)

**315.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[killerCS's solution](#)

**316.**

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**317.**

103388L

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

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**318.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**319.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**320.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**321.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**322.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**323.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**324.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**325.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**326.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**327.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**328.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**329.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**330.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**331.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**332.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**333.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**334.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · last AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**335.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**336.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**337.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**338.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**339.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**340.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**341.**

103119L

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

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**342.**

102511B

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

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**343.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**344.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**345.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**346.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**347.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**348.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**349.**

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**350.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**351.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**352.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**353.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**354.**

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**355.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**356.**

102893H

[Hard Work](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**357.**

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**358.**

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**359.**

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**360.**

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**361.**

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**362.**

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**363.**

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**364.**

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**365.**

102916C

[Cyclically Shifted Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**366.**

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**367.**

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**368.**

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**369.**

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**370.**

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**371.**

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**372.**

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**373.**

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**374.**

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**375.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**376.**

102861N

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

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**377.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**378.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**379.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**380.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**381.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**382.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**383.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**384.**

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[killerCS's solution](#)

**385.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[killerCS's solution](#)

**386.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[killerCS's solution](#)

**387.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**388.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**389.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[killerCS's solution](#)

**390.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**391.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[killerCS's solution](#)

**392.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**393.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**394.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**395.**

102411H

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

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**396.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**397.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**398.**

102411J

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

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**399.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**400.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**401.**

102411M

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

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**402.**

102411A

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

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**403.**

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · last AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**404.**

102835G

[Graph Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**405.**

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**406.**

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[killerCS's solution](#)

**407.**

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[killerCS's solution](#)

**408.**

102835H

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**413.**

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**419.**

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**421.**

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**423.**

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**424.**

103081H

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**426.**

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**428.**

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**431.**

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